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DEAD IN THE WATER



Adventure Module

STAR WARS® ROLEPLAYING

DEAD IN THE WATER

This booklet contains an exciting adventure designed to be run in one to two sessions, as well as new rules for running military squads and squadrons. The adventure provides a number of opportunities to use the squad and squadron rules (found on page 28), and it can be run immediately after the Age of Rebellion Beginner Game, after the adventure in the back of the Core Rulebook, or as a stand-alone experience. The players should already have created characters and established their individual or group Duties. GMs should read this entire adventure to familiarize themselves with the overall narrative before running it.

ADVENTURE SUMMARY

This adventure sends the PCs on a mission to acquire a much-needed shipment of droids for the Rebel Alliance. A team of pirates functioning as Rebel privateers recently acquired a large haul of Imperial droids, and the party is sent to negotiate on behalf of the Alliance. Unfortunately, when the PCs bring the shipment back to the Rebels on the Nebulon-B frigate *Shadow Raptor*, the droids turn violent and seize control of the ship. It is up to the PCs to rescue the crew and regain control of the *Raptor* before it drifts into a black hole.

Once the ship and crew are safe, the PCs are assigned to investigate who betrayed them, starting with the privateers. A trail of clues reveals that the pirates were actually Imperial agents and leads the party to an abandoned factory on the allegedly neutral planet of Teagan. As it turns out, the factory is a secret Imperial Intelligence facility and the source of all the droids.

INVOLVING THE PLAYERS

Getting players involved in an Age of Rebellion adventure is often a matter of having an element of Alliance leadership, be it a local Rebel organizer or Alliance High Command, assign the party a mission. In this case, the Rebels are given their mission by General Airen Cracken of Alliance Intelligence. The party can be a team that has worked together on previous missions, or they can meet each other during this mission. Early scenes give the party plenty of time to get to know each other.

EPISODE I: BLUE MILK RUN

After ensuring all game preparations are complete, read the following opening crawl aloud:

Despite recent victories, the Rebel Alliance flounders in its struggle against the evil Galactic Empire.

Desperately short on supplies, the Rebels investigate every lead to resupply their forces.

As part of this effort, a team of elite operatives is sent to the Alliance Intelligence flagship Shadow Raptor *to oversee resupply efforts along the rimward sectors of the Hydian Way...*

The PCs begin the game on board a small, rusted-out Rebel transport dubbed the *Spinster's Loom*, moments from dropping out of hyperspace. If the party has its own ship, it was left behind due to security concerns. If this adventure is used to introduce the PCs to one another, GMs may want only one or two PCs on the *Spinster's Loom* and the rest in the *Shadow Raptor*'s briefing room. The *Spinster*'s pilot is a female Wookiee named Brahtikka, and her co-pilot is a talkative LE-series repair droid named LE-LU979, or Lelu.

Allow the team a moment to talk with Lelu. The droid doesn't know much, and some information is classified. Still, she is able to reveal the following during conversation:

- The ship is en route to the *Shadow Raptor*, the Alliance Intelligence headquarters for the Trans-Hydian Borderlands.
- The *Raptor*'s coordinates are classified—not even Brahtikka knows them. They are encrypted and stored deep inside Lelu's memory banks, where even she can't consciously access them.
- Lelu and Brahtikka are Rebel insertion specialists—essentially smugglers working for the Alliance. They also fly more routine transportation jobs for the Alliance between covert insertions.

When the party is ready, Brahtikka brings the *Spinster* out of hyperspace to a seemingly empty region. Have the PCs make a **Hard (◆◆◆) Perception check**. Success means that they notice a few stars vanishing in the black void of space.

STRING OF ADVENTURES

This adventure can be played independently, but it can also be run as part of a larger campaign using the adventures in the **Age of Rebellion** Core Rulebook, **Age of Rebellion Beginner Game**, or **Age of Rebellion** beta and official supplemental adventures found at www.fantasyflightgames.com. Should a GM wish to create a campaign from the official adventures in this fashion, the suggested order is **Welcome to Onderon**, **Operation: Shadow Point**, **Perlemian Haul**, **Operation: Shell Game**, and finally, **Dead in the Water**.

Structurally, **Welcome to Onderon** and **Operation: Shadow Point** are linked. Upon successfully locking down the listening post on Onderon, the PCs are alerted to the existence of Vuld Tansen (a former Imperial officer), which sets into motion the events of **Perlemian Haul**. Due to their heroism and growing reputation, the leadership of the Alliance's Titan Base requests the party for their assault on Hammer Station, setting in motion the events of **Operation: Shell Game**. The Imperial shipping manifests stolen during that adventure can provide the spark that ignites the events of **Dead in the Water**. If the GM does not have access to the **Age of Rebellion** beta, the Onderon listening post can provide the same information.

means that they realize they are pulling alongside some kind of ship. A ✦ means that they recognize the faint outlines of a matte-black Nebulon-B frigate running dark. The *Spinster's Loom* docks beneath the boom that separates the tall forward hull from the engines. When the party enters the airlock, read the following:

A series of familiar mechanical clangs and clunks accompany the cycling of the airlock. As it opens, you are greeted by a bug-eyed porcine humanoid. His four powerful forearms have ritualistic tattoos of star systems and nebulae starting on the backs of his hands and disappearing under the rolled-up sleeves of his coveralls. He grunts at the party in broken Basic.

"This be Shadow Raptor. *I Tay Coomsay. Come. Bridge." With a wave of the meaty forearms on his left side, Coomsay leads you down the ship's boom corridor, which runs the length of the ship toward the forward fuselage.*

The Bosph navigator Tay Coomsay escorts the party to the bridge. He takes them through three hatches to a bank of two large turbolifts. The deck numbers run from one to thirty-five, top to bottom. Coomsay points out that the barracks for operatives are on Deck 8, where the party can stow their gear. The bridge is farther down, on Deck 17. If the party asks about his tattoos, he explains, in his monosyllabic way, that Bosphs have star maps tattooed for every place they ever travel. If the party suggests this might be a security risk, Coomsay gets offended. He says he'd never betray the Alliance, but he rolls down his sleeves. If the party likes, Coomsay can bring them to the barracks to stow their gear before leading them to the bridge.

Upon entering the bridge, the party is greeted by a commanding view of a distant vermillion nebula spiraling around the event horizon of a black hole. The bridge crew is an assortment of non-humans at a dozen consoles split between a trio of sunken crew pits. A Mirialan woman stands behind the captain's chair. She has exotic green-gold skin, and geometric tattoos spill from the corners of her eyes like tears. She turns to the party, prompting a brief exchange with Navigator Coomsay. The navigator nods and joins the quiet hum of activity in the forward crew pit alongside a Lafrarian helmsman. The Mirialan introduces herself as Captain Hylo Sortuli and, after exchanging pleasantries, leads the party aft toward her ready room to start their briefing.

Walking through the hatch, Captain Sortuli nearly trips over her fat, sleeping pet lizard. "Stang it, Bonebark!" The lizard flicks a long tongue over its eye and blinks. After extricating herself and ruffling the loose tufts of down-covered skin on the back of his neck, Captain Sortuli heads through another hatch to the main conference room. Inside is a large table with a holoterminal at its center. The captain activates the holoterminal with a datacard, and a ruddy-faced man with gray hair and weary bags under his eyes materializes.

"Thank you for arriving on such short notice. I'm General Airen Cracken, Alliance Intelligence. As you know, we are always in need of supplies and materiel. At the moment, we are critically short on droids. The crew of the privateer gunship Contispex Crusader *recently liberated a major cache of Imperial droids and is selling them for truguts on the credit. Your mission is to meet with Captain Oglerk, negotiate for the droids, and get them safely back to the* Shadow Raptor*."*

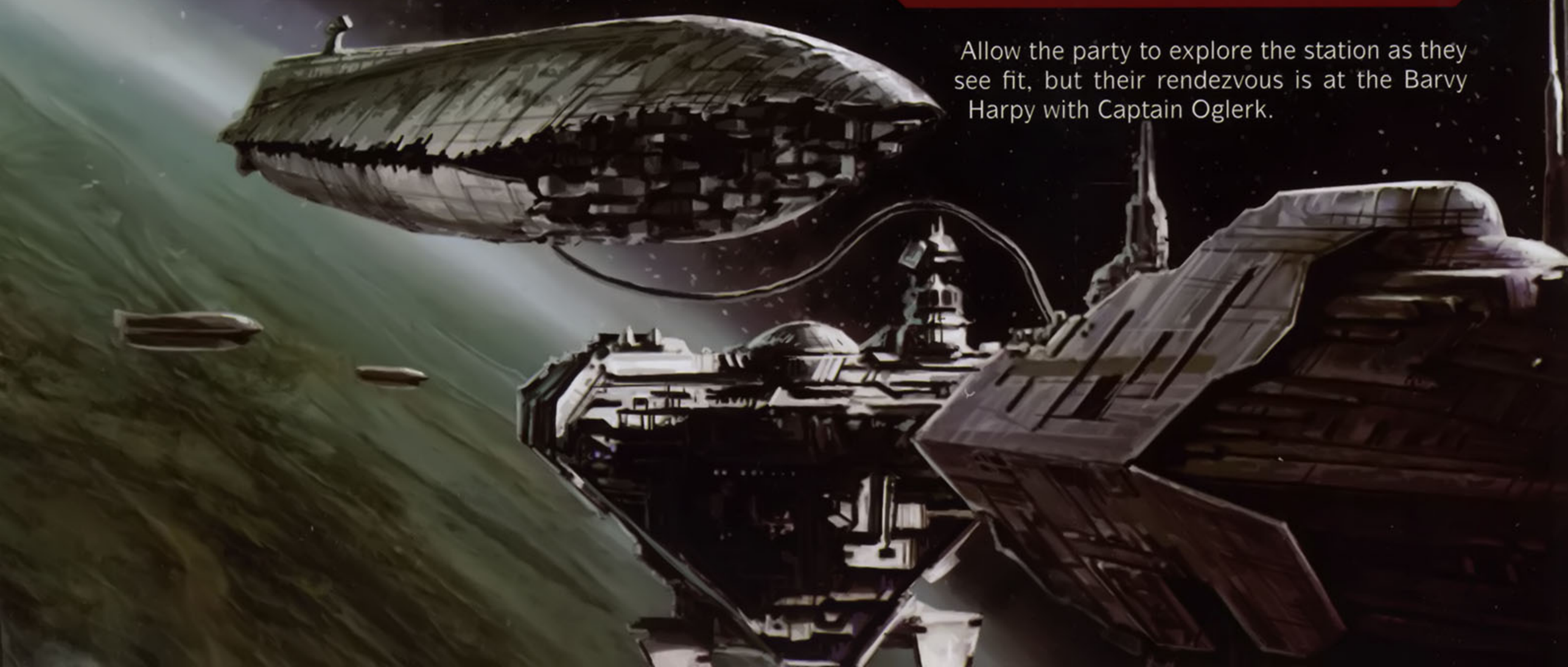
General Cracken can answer the following questions:

- **Why do we need the droids?** The droids are needed for processing signals intelligence, logistics labor and bureaucracy, maintenance, medical services, and serving as astromechs for starfighters.
- **Where did the droids come from?** A daring raid on Hammer Station by operatives in the Corva Sector yielded an Imperial shipping manifest. The manifest was split up and shared with local cells and Rebel-aligned privateers in the area, including the crew of the *Contispex Crusader*.
- **Is the Empire looking for the droids?** The incident was reported as an act of piracy. There is no reason for the Empire to tie it to Alliance activity, but they are undoubtedly keeping their ears open.
- **What do we know about the *Contispex Crusader* and her crew?** The ship is captained by Shyndi Oglerk, a young human female who recently took to piracy. It is unknown how she acquired her ship and crew. They give quarter when asked and mostly target the Corporate Sector Authority and the Hutts. Their letter of marque, which authorizes them to act as Alliance privateers, was only signed last month.
- **How do we pay?** There is a briefcase datapad capable of performing a credit transfer to their account via the Bank of Bonadan. Captain Sortuli hands this to the characters when they ask or once the briefing is over.
- **Where do we make the exchange?** The privateers have asked to meet at a smugglers' haven known as Port Tooga.
- **How do we get there?** The *Spinster's Loom* stands ready to depart for Port Tooga at the PCs' convenience. The rendezvous is in twelve hours.

The party can leave for Port Tooga immediately or explore the *Raptor* first. If the party chooses the latter, the GM can skip ahead to **Episode II** for information about the spaces on board the *Raptor*. Otherwise, the PCs can board the *Spinster* and make an uneventful hyperspace jump to Port Tooga. When they come out of hyperspace, read the following:

The brightness of the Listehol system's main-sequence star at such proximity is blinding. Brahtikka wears a thick pair of welding goggles as she makes her approach to Port Tooga. You fear the shadows she and Lelu cast might create permanent tan lines across your face if she holds course much longer. Fortunately, Brahtikka turns the ship about and puts the star behind you, bringing Port Tooga into focus. The station's ray shield shimmers like a glow dome as it pulses against the star's intense radiation, making the particulars of station activity difficult to see. As Brahtikka clears the station shields, the muddy shell-like hull of the station snaps into focus. A flock of bulk freighters drifts near the station around a collection of containers, like a herd of banthas guarding their cubs.

Allow the party to explore the station as they see fit, but their rendezvous is at the Barvy Harpy with Captain Oglerk.



PORT TOOGA

Astronavigation Data: Listehol system, Kwymar Sector, Outer Rim region

Orbital Metrics: 77 days per year / 12 hours per day

Government: Shoola the Hutt's cartel

Population: 6,500 (human 30%, Mirialan 10%, Gigoran 5%, Brizzit 3%, Shatras 3%, Ferroan 3%, Devlikk 3%, Rarririan 3%, other 40%)

Languages: Basic, Bocce, Taarja, Huttese

Terrain: artificial space station

Major Cities: none

Areas of Interest: Barvy Harpy, Tooga Bazaar, Nova Room, Biscuit Barren

Major Exports: spice, contraband

Major Imports: foodstuffs, technology, contraband

Trade Routes: Hydian Way, Listehol Run

Special Conditions: none

Background: A major transshipment point for spices and all manner of illicit goods along the Hydian Way, Port Tooga is a haven for pirates and scoundrels throughout the Tingel Arm. Though it was previously held by the Techno Union as a research and development lab, the station is of unknown alien origin. Strange machinery and ancient geometric markings are everywhere. Shoola the Hutt claimed the station after the Clone Wars. Most remnants left behind by Port Tooga's Separatist guests have been long since looted or otherwise appropriated.

Two thousand meters in diameter, this disc-shaped station has a hull of hexagonal plates that form a testudinal shell; Port Tooga gets its name from a species of armored reptile favored as a Hutt delicacy. The station avoids Imperial detection by orbiting dangerously close to the star of the Listehol system, where solar winds, stellar ejections, and radiation confound sensors. Most ships would struggle to deal with the radiation were it not for the exotic alien ray shield projected by Tooga at all times.

A ring around the ship's diameter is littered with more than one hundred docking tubes which lead to interior hangar bays. Beyond the bays is the main passage, known as Shoola's Ring, which is filled wall-to-wall with tents, shops, cantinas, and eateries. Atop the center of the station is an alien command center, which Shoola the Hutt has converted into her throne room and reception hall. The centermost areas of the station are dedicated to various ship functions, such as the power core, life support, and other, unidentifiable alien technology.

DOCKING RING

Around the edge of the station, a number of docking tubes have been installed by Shoola the Hutt, giving Port Tooga the capacity to berth 125 medium and light freighters at once. Shoola's henchmen, typically Mirialan overseers with Gigoran brutes, wrangle the droids that handle loading and unloading. The standard price for docking is 200 credits plus a 500-credit fee for cargo-handling services, which is mandatory for any cargo transfer.

THE BARVY HARPY

One of the many cantinas along Shoola's Ring, the Barvy Harpy is famous for raucous brawls, shady deals, and a never-ending string of bands which have no problem playing through it all. Having at least one good Barvy Harpy story is an almost-mandatory mark of authenticity among veteran denizens of the underworld. The cantina's name refers to Shoola the Hutt, who has been known to take an obsessive romantic interest in some of her smugglers, which can make negotiations with her difficult. Many a smuggler has come to the Harpy to erase his memory of the past few hours after a long negotiation session with the bulbous temptress.

THE TOOGA BAZAAR

An open market comprising a combination of tents, storefronts, and beings who carry their wares inside their jackets, the Tooga Bazaar is a place where one can find just about anything. While all types of spices, arms, and other contraband are easy to find at reasonable prices and great quality, more mundane necessities are at a premium. Here, countless NPCs are pushing wares, seeking distribution contracts with smugglers, or trading the last few items in their inventory for a ride off the station. Rebel characters walking the bazaar might notice the unique hardware of an enterprising outlaw tech, a frog-like Shatras named Billdip. Characters with the Tech Procurement Duty should be interested in acquiring some of his equipment or recruiting him.

THE NOVA ROOM

Hidden behind an armored door on the inner side of Shoola's Ring is the Nova Room, a lounge for high-stakes gambling. While most need an invitation first, a show of several thousand credits is often enough to get in the door. The interior is all granite and greel wood with rich red velvet upholstery, typical of the Muun neoclassical decorating style. Sabacc is the most-played game, though pazaak, dejarik, and some other games are also popular. There is a strict rule about checking weaponry at the door, making the Nova Room one of the safest locations on the station.

The proprietor, a human named Kris Wahl, is an elderly but energetic man with a meandering stripe of facial hair that runs from ear-to-ear. Kris has a soft spot for young, down-on-their-luck gamblers and can be very lenient about letting them carry modest tabs. Players who visit the Nova Room for a drink can overhear a conversation between two pirates about buying some starfighters. Apparently, last week a man in the Barvy Harpy claimed he'd have access to Rebel starfighters in a week or so, which should interest anyone with the Internal Security Duty.

BISCUIT BARREN

There is an archway on Shoola's Ring that spouts alien gibberish every time someone walks through. At the very end of the brief message, the sounds "bikkik barran" are clearly audible, which led an enterprising chef to rent the space and serve some of the best breakfast sandwiches and shakes in the Outer Rim. While the TaggeCo fast-food chain Biscuit Baron might take issue with the appropriation and modification of their iconography, the food is considerably better than the semisentient food paste the galactic chain offers. The Barren is considered required eating on every visit to Port Tooga. If the PCs visit, they overhear two spacers discussing a delivery they just made to the planet Teagan. The spacers suspect the delivery location is some sort of secret Imperial facility. This should be of interest to anyone with the Intelligence Duty.

SHOOLA'S PARLOR

Shoola has taken over the station's top-central floors and converted them into her personal quarters. While a few attendants, droids, and dancers flit about her chambers, the room is private by Hutt standards. The only visitors she allows there are those with whom she'd like to mix business with pleasure. Below the parlor is her more public reception hall, where she conducts business. The lower decks are run by her engineering staff and her small army of thugs and misfits. Access to the station's center is restricted to those with an escort or directly under Shoola's employ. It is well known that Shoola has no love for the Empire; any PCs with the Political Support Duty should take an interest in sounding out a potential alliance.

GOING BARVY

The Barvy Harpy is in full swing, with species of all kinds drinking, dancing, fighting, and generally carrying on and having a wildly fun time. The music consists of a lively quetarra and synth-viol duet masterfully played by a pair of Zabrak and the rhythmic stomping of those dancing and clapping along.

The PCs don't know what Captain Oglerk looks like, so they must either ask around or wait to be approached. During their search, the party is confronted by a growling, mangled Wookiee named Roowarra, who has lost one of his eyes and nearly half his fur to a fire. Between the loud music, Roowarra's drunken slurring, and the odd dialect, the party must make a **Hard (◆◆◆) Xenology check** to understand his grievance. If they succeed, they realize he has mistaken them for Imperial customs agents who impounded his ship. Only now, Roowarra is flying into a rage, and calming him down seems unlikely. Allow a member of the party to make an **Average (◆◆) Charm** or **Hard (◆◆◆) Coercion check** to explain to Roowarra that he should seek his revenge elsewhere.

Failure means Roowarra strikes the party member who last spoke to him, starting a brawl. Roowarra is joined by four aliens of various species, who take his side. Although the Wookiee has a bowcaster and his comrades have blasters, none of them draws a weapon, and no security or patrons attempt to break up the fight. If anything, the crowd seems to be in even better cheer as soon as the brawl starts. However, should one of the party members draw a blaster, virtually every patron in the Harpy draws as well, strongly encouraging the party to leave the premises.

INTEGRATING EDGE OF THE EMPIRE CHARACTERS

If the GM is running a campaign that integrates the Obligation and Duty mechanics as well as the careers from both EDGE OF THE EMPIRE and AGE OF REBELLION, this scene is perfect for introducing EDGE OF THE EMPIRE PCs to the rest of the party or for triggering Obligation. Port Tooga's Barvy Harpy is a natural environment for characters operating outside the law, and it is possible that Alliance Intelligence hired a local smuggler or mercenary to watch over the party and keep them out of trouble. Any such characters are paid when they return with the party and shipment of droids to the *Shadow Raptor*. If a party member is a droid, it can be introduced during the inspection in the **Shopping Smart** encounter.

ROOWARRA [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	1	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	17	0 | 0

Skills: Athletics 2, Brawl 2, Melee 1, Piloting (Space) 1, Ranged (Heavy) 1, Survival 2.
Talents: None.
Abilities: Wookiee Rage (when Roowarra suffers any wounds, he deals +1 damage with Brawl and Melee attacks; when suffering a Critical Injury, he deals +2 damage with Brawl and Melee attacks).
Equipment: Bowcaster (Ranged [Heavy]; Damage 10; Critical 3; Range [Medium]; Cumbersome 3, Knockdown).

ROOWARRA'S CREW [MINIONS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	1	2	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	6	0 | 0

Skills (groups only): Brawl, Mechanics, Perception, Ranged (Light), Vigilance.
Talents: None.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting).

The Wookiee and his allies are no longer a threat, but the violence throughout the Harpy seems to have escalated despite your efforts. An attractive young woman in an ankle-length duster grapples with an Aqualish thug and lands a knee-strike to his midsection, dropping him to the sticky floor. She redirects the charge of an angry Sullustan before reaching the party. "Is this your idea of keeping a low profile?" A mad Bothan wielding a broken stool over his head charges the woman. She sidesteps, trips him, and cruelly stomps on his head before putting her hands on her hips and smirking. "Captain Shyndi Oglerk, at your service."

SHOPPING SMART

Shyndi suggests that they all move somewhere quieter and leads them to Docking Bay 99. Waiting there is an older man she introduces as First Mate Kog. The man, who has a datapad set atop a pair of crates, eyes the party with casual disinterest. Shyndi suggests that they get down to business and negotiate the price of the droids.

Shyndi indicates a long string of five cargo containers lined up behind a hyperspace-capable tug. She asks the party to select any two containers to inspect the droids. Inspections confirm that each cargo container has about two hundred droids of various makes and models common to the Imperial bureaucracy. The droids appear to be in working order and exactly as advertised.

The Rebels should designate a primary negotiator who makes the opposed rolls with Shyndi. Other characters can assist, providing ▢ or making cooperative checks, at the GM's discretion. The GM should require the primary negotiator or a PC assisting to make a statement or response for every check. Note that the GM can use First Mate Kog in the same way.



The Alliance is prepared to spend up to four million credits, but if the party can get the droids cheaper, they should be rewarded with Duty points. Shyndi's lowest price is three million credits. Her initial offer is five million credits. The GM should set the offer made after each check, based on the results.

- Shyndi opens negotiations by claiming the droids would retail for ten million credits, but she offers to sell them at the bargain price of five million. Shyndi makes an **opposed Negotiation check**.
- The PCs should make a counteroffer by initiating an opposed check using any social skill, at the GM's discretion. Shyndi claims that the damage from the raid, which earned her an Imperial bounty, is the reason she can't accept the Rebel counter-offer.
- Shyndi makes an **opposed Deception check** as her final counter-offer. She suggests that she might just take her droids and see what offers she can get in Hutt Space. Her new price includes the space tug in the deal.
- The PCs' final counter-offer may use any appropriate social skill. Shyndi accepts whatever offer is made.

CAPTAIN SHYNDI OGLERK [NEMESIS]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	4	2	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE
2	12	12	0 | 0

Skills: Coercion 1, Cool 2, Deception 3, Education 2, Leadership 1, Melee 2, Negotiate 1, Piloting (Space) 1, Ranged (Light) 2, Skulduggery 2, Warfare 2.
Talents: Adversary 1.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), datapad.

FIRST MATE KOG [RIVAL]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	3	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	13	0 | 0

Skills: Athletics 1, Coercion 2, Cool 3, Deception 2, Discipline 2, Knowledge (Warfare) 3, Leadership 1, Piloting (Space) 2, Ranged (Light) 2, Skulduggery 3.
Talents: Adversary 1.
Abilities: None.
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), datapad.

Once the price has been settled, Shyndi turns over the access codes for the tug and the PCs transfer the agreed-upon amount to her account. Now they just have to figure out how to get the cargo back to the *Shadow Raptor*.

CARGO WOES

Although the tug is hyperspace capable, it does not have the systems necessary to accept the encrypted coordinates to the *Shadow Raptor*. The PCs have several options for solving this problem:

- The PCs can try to slice the encryption on the coordinates, which requires a **Hard (◆◆◆) Computers check**. But first, the party must convince Brahtikka and Lelu to let them attempt it, which requires a **Daunting (◆◆◆◆) Coercion check** or an **Average (◆◆) Charm check**.
- The PCs can sell the tug for about 15,000 credits. However, it takes three trips to move all the containers with only the *Spinster*. The PCs should be warned that this could attract attention and provide hyperspace telemetry to anyone scrutinizing their movements, compromising the security of the *Shadow Raptor*. If left unattended too long, the containers could be stolen.
- The PCs can try to slave the tug's hyperdrive to the *Spinster*, which is probably the safest course of action. This requires an **Easy (◆) Charm check** on Brahtikka and Lelu and an **Average (◆◆) Computers check**. It does, however, add ◆ to any Astrogation checks made by the *Spinster* while slaved.

When the party returns to the *Shadow Raptor*, the five containers are split between the forward and aft docking bays and organized so that shuttles and starfighters can still launch if needed. Some of the droids are activated immediately to augment the *Raptor*'s skeleton crew and help with intelligence analysis. The PCs are given a few hours to write their after-action reports, rest, and recuperate. During this time the party can also explore the *Shadow Raptor*. Afterward, they're ordered to report to the captain's conference room for debriefing.

EPISODE II: SHADOW RAPTOR REVOLT

The PCs arrive in the captain's conference room and find General Cracken already on the holo with Captain Sortuli and a newly acquired protocol droid. Cracken orders all the droids' memories wiped while en route to rendezvous with the Alliance fleet. Captain Sortuli congratulates the PCs on their success. She then smiles and departs for the bridge to make ready to jump to lightspeed, coaxing a stubborn Bonebark along with her.

Cracken clears his throat and continues the briefing, either congratulating or chastising the party based on their performance in the previous episode. If the PCs sold the tug or kept a droid for themselves, they must make a **Hard (◆◆◆) Negotiation check** to convince Cracken to let them keep the tug or credits from its sale or an **Average (◆◆) Negotiation check** to keep a PC droid. Add ■ to the check if the team overpaid Captain Oglerk and another ■ if they failed to observe security precautions to protect the *Shadow Raptor*'s location. Despite any mishaps, Cracken is relieved to have the droids. As the debriefing winds down, read the following aloud:

"You can't know how badly we need these droids—good job. I'll see you all at the fleet. Cracken out." Cracken's visage contracts toward the table into nothingness, as if swallowed by a black hole. A high tone blasts twice over the ship's intercom.

"Attention, all hands; attention, all hands. Make ready for jump to hyperspace. Batten all hatches fore and aft, and assume jump positions." The message repeats, and moments later the deck hums with energy as the Shadow Raptor *comes about to its jump vector. A momentary lurch throws your sense of gravity to all sides of the room at once as the* Raptor *engages its hyperdrive.*

The smooth hum of hyperspace is interrupted by a violent rumble below deck, followed by two muffled pops. The lights flicker, and emergency klaxons wail. The Raptor *twists and tumbles uncontrollably through hyperspace, overloading the inertial dampeners. You remember the stories of the lost* Permondiri Explorer, *the* Queen of Ranroon, *and a dozen other famous ships lost, never to be heard from again.*

One final boom rocks the Raptor *into silence. The deck plates are no longer humming. The alarms have stopped. The ship isn't in hyperspace anymore, and the ion engines are silent.*

The newly acquired protocol droid suddenly attacks the PCs without warning (use the profile found on page 22). Shutting the droid down via its power switch requires a **Hard (◆◆◆) Brawl check**. If the droid is a PC who was acquired from the deal, allow the PC to make a **Formidable (◆◆◆◆◆) Discipline check** to retain control of its systems. This check may be attempted each round, and the difficulty is reduced one step each round until the droid succeeds.

MUTINOUS DROIDS

Give the players a moment to take stock of their situation. There are four hatches in the conference room, but they are sealed shut. The first leads forward to

the captain's ready room and, through there, to the bridge. The second leads aft, toward the escape pods. The third leads amidships, toward a passageway to the turbolifts and the tactical action officer's war room, and through the latter, to the bridge. The final hatch leads to a smaller conference room. Examining a vent reveals life support is also offline. The briefing room still has a functioning wall comm, computer terminal, and holoprojector. Have each PC make a **Hard (◆◆◆) Vigilance check**. Success means that the PC brought his primary weapon to the debriefing. Every ☋ is an additional piece of his equipment, at the GM's discretion.

A junior officer named Lieutenant Hastings contacts the party via the wall comm or comlink. He says Captain Sortuli is assessing the damage and assures the PCs that a tech is on the way to open the hatch. He can also provide the following information:

- There were several explosions throughout the ship.
- The *Raptor* dropped out of hyperspace and is presently in a slow-but-uncontrolled spin toward a black hole.
- The ship's current location is near the Listehol Run.
- The ion engines, hyperdrive, life support, hatch control, and communications systems are offline.
- Many crew members are cut off from their stations, because their jump seats were beyond a hatch in another space.

Once the information is relayed, the party hears a stampede of several dozen droids in the passageway outside.

"Wait, something's happening." Hastings's voice shakes with anxiety. A hatch opens and unleashes a cacophony of clanks, shouts, and blaster fire, followed by a mechanical voice devoid of any emphasis or emotion.

"This ship is now property of the Galactic Empire. You are all my prisoners. Take them away." The wall comm cuts out, replaced by the iron resolve of Captain Sortuli's voice.

"This is Captain Sortuli. I'm trapped in the bridge 'fresher, and they'll discover me any moment. Our hyperdrive has coordinates to the Rebel fleet. We cannot let that information fall into Imperial hands. Your team is our only hope."

Captain Sortuli relays the following objectives to the party:

- Warn the Rebel fleet that their location is not secure (see **P-Comm**, page 15).
- Disable the primary communications array before the droids can call in reinforcements (see **P-Comm**, page 15).
- Issue an "abandon ship" order from S-Comm, so the crew can at least try to escape before the *Raptor* is swallowed by a black hole (see **S-Comm**, page 16,).
- Disable hyperspace-capable craft in both hangar bays to prevent damaging intelligence from getting into the hands of the Empire (see **Forward** and **Aft Hangar Bays** pages 17 and 20).
- Free captured intelligence operatives and reclaim the ship (see **Analysis Deck**, page 18).

Captain Sortuli's comlink goes silent. Have the party make an **Average (◆◆) Knowledge (Warfare) check** or, if they use the briefing room computer, an **Easy (◆) Computers check** to bring up a schematic of the *Raptor*. Success reveals the following:

- Primary Communications is on Deck F-01, sixteen decks up.
- The forward hangar bay is on Deck F-07, ten decks up.
- Deck F-08 is also the barracks and training deck for intelligence operatives, and houses an armory and brig.

RUNNING THIS EPISODE

The PCs are free to pursue their objectives in any order, though there are three timed strategic events that trigger certain effects depending on PC actions. The PCs begin play locked in a conference room on Deck F-17, the bridge deck. Each encounter (or approximately every 15 minutes of in-game time) advances the timer by 1. If the PCs are divided, then encounters said to be taking place simultaneously do not each advance the timer. See **Table 1–1: Event Timer** for event details and timing. The purpose of the event timer is to create tension and to force the party to choose between objectives or split up and risk being overpowered.

SHORTNESS OF BREATH

Once the event timer reaches 2, the stale, uncirculated air begins to take its toll. Have each PC make an **Average (◆◆) Resilience check** before each ensuing combat encounter. Increase the difficulty of the check one step every other encounter. Failure means the PC suffers 2 strain, which cannot be recovered

TABLE 1–1: EVENT TIMER

Event Name	Event Timer	Event Description
Shortness of Breath	2 (~30 minutes)	Life support has been disabled. PCs must make Resilience checks to avoid suffering strain.
Shortness of Breath*	5 (~75 minutes)	NPC crew are unconscious from lack of oxygen.
Black Hole	6 (~90 minutes)	The *Shadow Raptor* is in danger of being swallowed by a black hole.
Shortness of Breath*	8 (~120 minutes)	NPC crew are dead from lack of oxygen.
Reinforcements**	9 (~135 minutes)	Imperial or Rebel reinforcements arrive at extreme range.
Black Hole***	10 (~150 minutes)	The *Shadow Raptor* is swallowed by a black hole.
*Ignore if life support is repaired. **Ignore if reinforcements aren't requested. ***Ignore if the ion engine is repaired.		

until either life support is repaired or breathing equipment (such as emergency breath masks) is acquired. If the party fails to reactivate life support before the event timer reaches 5, the NPC crew fall unconscious; NPC crew die when the event timer reaches 8. The droids give senior officers breath masks to preserve them for interrogation.

LINEAR EXPERIENCE

While **Episode II** is designed to allow the PCs to address each objective as they see fit, some GMs may prefer a more structured approach. The GM may opt to present encounters in the following order:

1. Encounter P-Comm (page 15)
2. Encounter S-Comm (page 16)
3. Event Shortness of Breath (page 10)
4. Encounter Forward Hangar Bay (page 17)
5. Encounter Life Support (page 17)
6. Encounter Intelligence Operatives' Barracks/Brig (page 16)
7. Event Black Hole (page 11)
8. Encounter Engineering (page 21)
9. Event Reinforcements (page 11)
10. Encounter Aft Hangar Bay or Ion Engine 5 (pages 20 and 21)
11. Event Black Hole (page 11)

To help guide the PCs along, the GM can use a few different techniques to draw them to certain areas. This can include alarms alerting them to issues that need to be resolved, helpful hints from rescued crew members, or even having TJ-11 taunt the group over the intercom.

BLACK HOLE

Unless the party has already reactivated an ion engine before the event timer reaches 6, the droid leader, TJ-11, announces that the *Shadow Raptor* is 60 minutes from the black hole's event horizon. (The ship arrives at the event horizon when the event timer reaches 10.) TJ-11 also orders its shuttle be prepped in the aft hangar bay. Any data objectives obtained by the droids, such as astrogation data, encryption codes, or the intelligence datacore, along with the captain and navigator, are moved to TJ-11's shuttle. (For information on TJ-11, see the **TJ-11's Mission Orders** sidebar on page 14.)

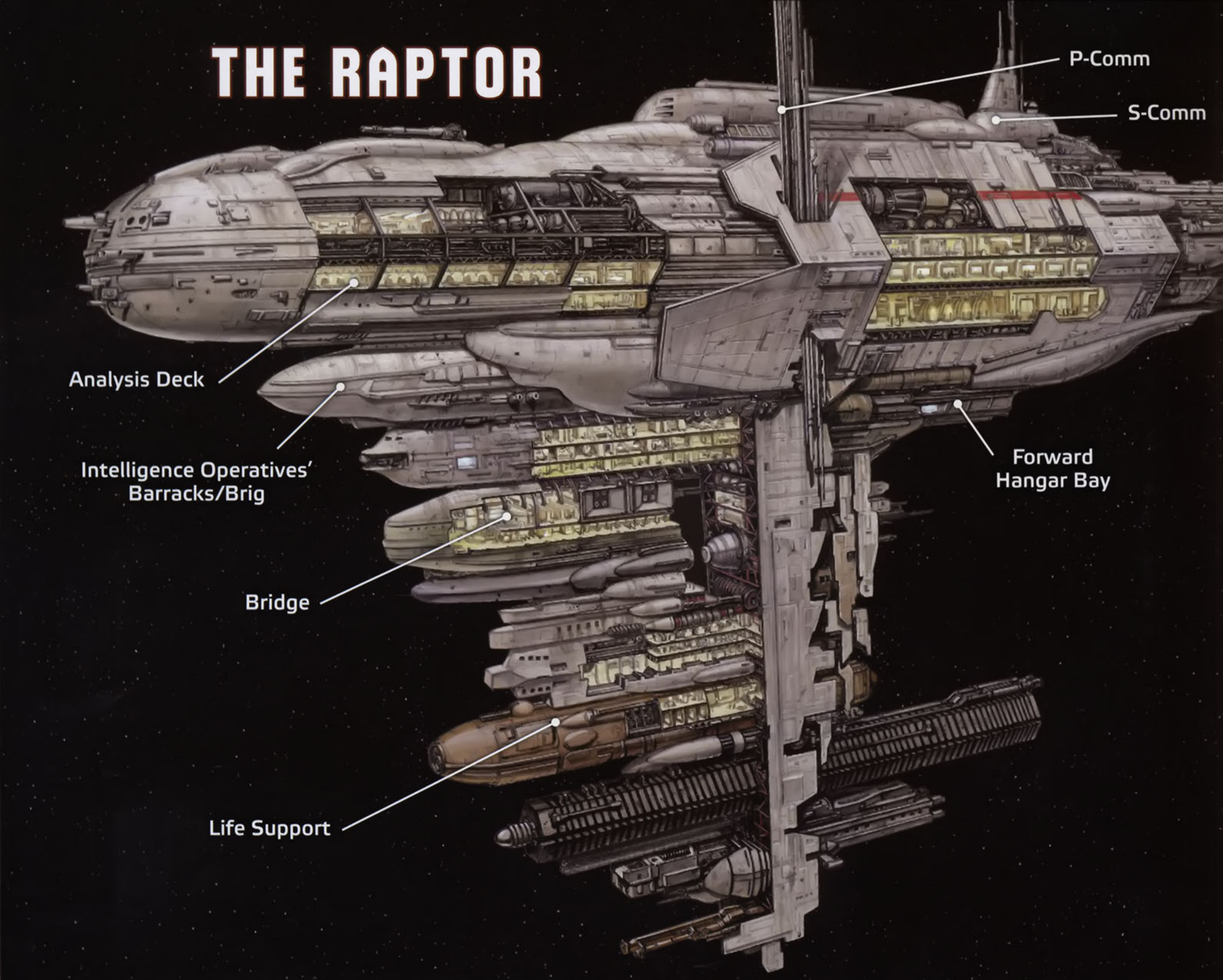
Have the PCs each make an **Average (◆◆) Fear check**. Failure by any party member means that the event timer is advanced by 1 while the PCs debate abandoning ship. When the event timer reaches 10, the *Shadow Raptor* is sucked into a black hole, destroying the ship and anyone still on board.

REINFORCEMENTS

If the PCs do not disable P-Comm or a droid escapes into hyperspace, the ISD *Iceheart* exits hyperspace at extreme range from the *Raptor* when the event timer reaches 9. The *Iceheart* launches two squadrons of TIE fighters, but it takes until the event timer reaches 11 for them to close to weapons range. Alternatively, if the PCs call for reinforcements, the CR90 *Remember Alderaan* and an X-wing squadron arrive at long range from the *Raptor* to lend assistance. It is possible that both Imperial and Rebel ships arrive.

GETTING AROUND THE *RAPTOR*

While the sealed hatches and turbolifts restrict the party's ability to move about the ship, there are several ways the PCs may try to circumvent the shipwide lockdown. The party should make an **Average (◆◆) Stealth check** to prevent being discovered by droid patrols (use the profiles on page 22). However, the



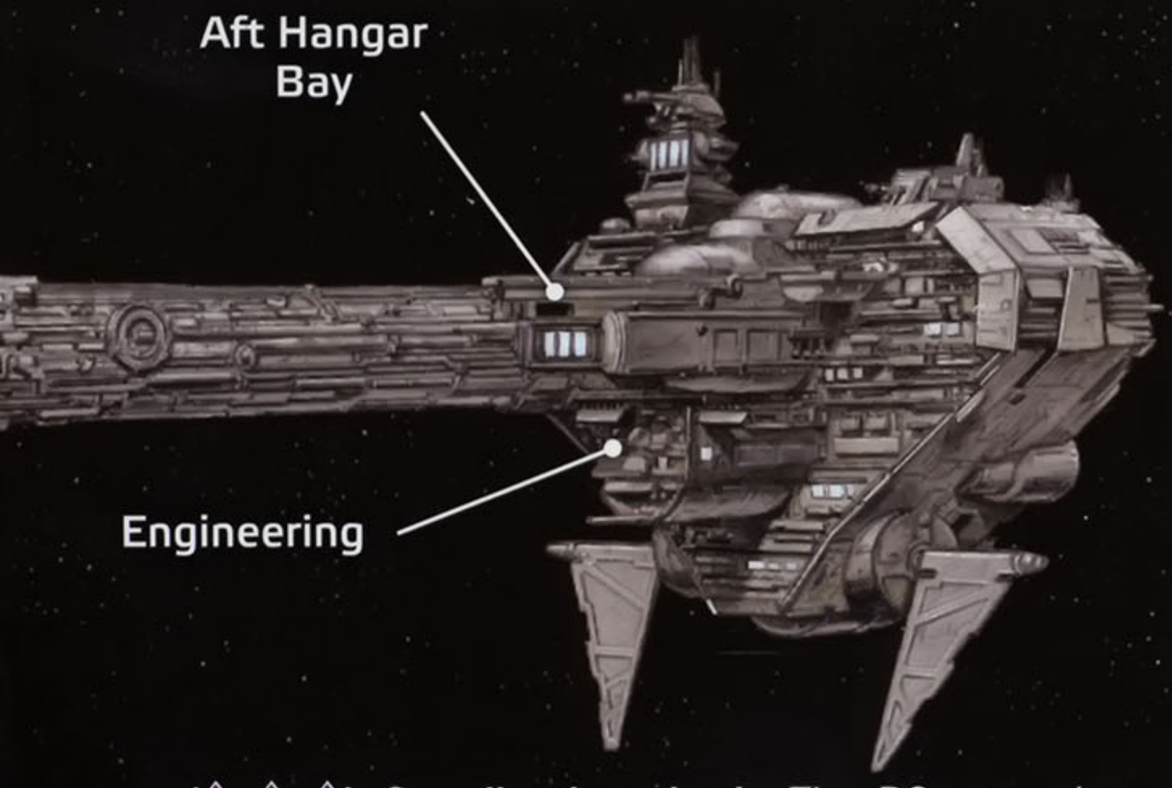
GM should not bog down PCs with too many encounters while they maneuver around the ship. Unless attempted during a combat encounter, repeated checks to overcome the following obstacles should be limited to extenuating circumstances that are cinematically appropriate and to results of .

HATCHES

Hatches can be opened several ways. PCs can slice a hatch with a **Hard ( )** **Computers check**, but or alerts the droids, who dispatch a patrol to investigate. An **Average ( )** **Mechanics** or **Skulduggery check** triggers a hatch's mechanical release; the hatch then requires an **Average ( )** **Athletics check** to be forced open. Any weapon with the Breach quality can blast open a hatch with an **Average ( )** **check** using the skill appropriate to the weapon. However, if the weapon is an explosive, it alerts the droids, who dispatch a patrol to investigate. Finally, PCs can recover an internal comlink from one of the droids and make a **Daunting ( )** **Computers check** to slice the encryption. If the check is successful, then for the rest of the episode the comlink can be used to unlock the nearest hatch or turbolift as an incidental action. Players can end the lockdown entirely with an **Average ( )** **Computers check** from the damage-control console in engineering or a **Daunting ( )** **Computers check** from the bridge.

TWO HULLS

The Nebulon-B frigate has two hulls separated by a long boom. The forward hull contains the bulk of ship functions, while the aft hull houses ion engines and the main reactor. The boom access corridor is the primary means of transit between hulls, though there are other possibilities. Add 15 minutes and increase the difficulty of any Stealth checks by one step if the PCs move between the forward and aft hulls via the boom access corridor. With proper equipment, the PCs can spacewalk between hulls and slice exterior hatches with a **Hard ( )** **Computers check**. They can also jump to the hangar bay with a **Hard**



(◆ ◆ ◆) **Coordination check**. The PCs can also travel between hulls by launching an escape pod into the opposite hangar bay in two maneuvers, which requires a **Hard (◆ ◆ ◆) Piloting (Space) check**.

TURBOLIFTS

The *Raptor* has two main turbolift banks: one set in the forward hull that runs thirty-five decks, and another in the aft hull that runs seventeen decks. Slicing a turbolift at the lift requires a **Hard (◆ ◆ ◆) Computers check**, but slicing it at a security or damage-control station requires only an **Average (◆ ◆) Computers check**. Using another remote terminal makes it a **Daunting (◆ ◆ ◆ ◆) Computers check**. Each deck has a maintenance hatch just aft of the turbolift banks that can be used to climb between decks with an **Average (◆ ◆) Athletics check**.

THE *SHADOW RAPTOR*

Originally the Imperial escort frigate *Eccentric Lad*, the *Shadow Raptor* was liberated from Contruum Shipyard by Airen Cracken and his crew of resistance fighters when he fled his homeworld. When Cracken's crew officially joined the Rebel Alliance, the rechristened *Shadow Raptor* was put into service coordinating Intelligence operations throughout the thirty-plus sectors of the Trans-Hydian Borderlands, with Cracken acting as captain and senior intelligence officer. When Cracken was promoted to the rank of general and given a larger area of responsibility, he turned over command of the *Raptor* to Captain Hylo Sortuli.

Captain Sortuli keeps the ship well maintained and is generally liked by her crew. However, while the crew is disciplined, they lack military bearing. There are no uniform requirements and no more military pomp than might be found on board a commercial transport of similar size. However, Captain Sortuli takes her job very seriously and considers protecting the *Raptor*'s location and its mission her top priority. Her misfit crew is largely made up of aliens local to the Trans-Hydian region who have a personal stake in seeing the Empire defeated.

The *Shadow Raptor* coordinates all Alliance Intelligence efforts in the Outer Rim between the Hydian Way and the Perlemian Trade Route. While the ship runs with a light crew, a company of analysts and cryptographic technicians work with an assortment of analysis droids to sort through all the intelligence collected in the Trans-Hydian. Most of this information is analyzed, archived, and sent via secure courier to the office of General Vernan, the head of Alliance Intelligence. However, some of the intelligence is considered actionable, prompting the deployment of a team of operatives to take appropriate action.

The *Shadow Raptor* has been modified in a number of ways from a baseline Nebulon-B frigate. First, the hangars have been modified to accommodate Alliance starfighters instead of TIE racks. The hull is painted matte black, and the running lights are largely disabled, with the exception of some that are used to mimic the density of local star fields. Finally, the sensor suite and comms array have both been upgraded to make certain that the *Raptor* discovers any Imperials in the area long before she is spotted.

SHADOW RAPTOR



Hull Type/Class: Frigate/Nebulon-B.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Extreme.
Ship's Complement: 683 officers, pilots, and enlisted crew.
Starfighter Complement: Twenty-four starfighters and eight transports.
Encumbrance Capacity: 3,500.
Passenger Capacity: 75 intelligence operatives, 150 intelligence analysts.
Consumables: Two years.
Price/Rarity: 8,500,000 credits (R)/7.
Customization Hard Points: 0.
Weapons: Six port and six starboard turret-mounted retractable medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Three port, three starboard, three forward, and three aft turret-mounted retractable light laser cannons (Fire Arc Port or Starboard or Forward or Aft; Damage 5; Critical 3; Range [Close]).

Three forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage –; Critical –; Range [Medium]; Tractor 6).

TJ-11'S MISSION ORDERS

TJ-11 is the T-series tactical droid in charge of this Imperial operation. Its orders are as follows, in order of importance:

1. **Disable the Hyperdrive:** Go to engineering and disable the hyperdrive motivator. If the ship is allowed to jump to the fleet, the droids are likely to undergo memory wipes before being brought aboard Rebel ships.

2. **Secure the Ship:** Slice the damage-control console and trigger a shipwide hull depressurization alarm, sealing all hatches and locking out overrides.

3. **Capture Astrogation Data:** Necessitates taking over the bridge and slicing the navicomputer. If necessary, remove the datadrive for later analysis and take the ship's captain and navigator prisoner.

4. **Alert the Imperial Fleet:** Necessitates taking over P-Comm. While in control of P-Comm, acquire Rebel communication encryption codes. If unobtainable, disable comms so Rebels cannot call reinforcements.

5. **Access Intelligence Datacore:** Necessitates taking over the analysis deck. Gain access codes and copy the data, or physically remove the datacore for later analysis.

6. **Life Support:** Send a detachment to shut down ship life-support functions to distract and weaken any *Raptor* crew resistance and provide leverage during interrogations.

7. **Asset Recovery:** If possible, bring the *Shadow Raptor* to an Imperial port.

8. **Asset Denial:** If control is lost, extract intelligence assets and scuttle the *Shadow Raptor*.

ESCAPE POD

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
2	3	-1	0 - - 0	1	6	10

Hull Type/Class: Escape pod.
Manufacturer: Faberstien-Lago.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Medium.
Ship's Complement: One pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 5.
Consumables: Two weeks.
Price/Rarity: 5,000 credits/7.
Customization Hard Points: 1.
Weapons: None.

LIFE BOAT

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
3	3	-2	0 - - 0	2	12	15

Hull Type/Class: Life boat.
Manufacturer: Faberstien-Lago.
Hyperdrive: Primary: Class 12.
Navicomputer: None; astromech droid socket.
Sensor Range: Long.
Ship's Complement: One pilot.
Encumbrance Capacity: 50.
Passenger Capacity: 25.
Consumables: Two months.
Price/Rarity: 15,000 credits/7.
Customization Hard Points: 2.
Weapons: None.

CAPTAIN HYLO SORTULI [RIVAL]

Named for a millennia-old legend of the Mirialan people, Hylo left her homeworld of Mirial at a young age to seek adventure among the stars. She was a part of Cracken's original crew during the Contruum resistance and helped Cracken steal the *Shadow Raptor*. When Cracken was promoted, she became the captain of the *Shadow Raptor*. She has a pet lizard named Bonebark that always seems inconveniently underfoot.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	3	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
2	12	0 0

Skills: Cool 2, Knowledge (Warfare) 3, Leadership 2, Negotiate 1, Piloting (Space) 2, Ranged (Light) 1.
Talents: Adversary 1.
Abilities: Command (add ■ per rank of Command when making Leadership checks; affected targets add ■ to Discipline checks for the next 24 hours).
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), datapad.

PRIMARY COMMUNICATIONS (P-COMM)

Deck: Forward-01.
Objective A: Stop droids from calling reinforcements. If failed, the ISD *Iceheart* arrives near the end of the episode.
Objective B: Call for Alliance reinforcements. If achieved, an Alliance CR90 Corellian corvette and a squadron of X-wings arrive near the end of the episode.
Objective C: Warn the fleet that its location isn't secure. If failed and the Empire obtains the fleet location, the fleet suffers a devastating attack that costs dozens of ships and thousands of lives.
Objective D: Disable P-Comm to prevent future calls by droids for Imperial reinforcements.
Objective E: Erase encryption codes. If failed and any Imperials escape with the codes, Rebel communications are not secure during a future adventure at the worst possible moment.
Saboteur Droids: One saboteur astromech, ten saboteur protocol droids, and a saboteur medical droid.
Rebels: Thirty comm techs and five officers. None armed.



Just forward down a short passageway from the turbolift, P-Comm consists of a central watch floor, two comms-array control rooms, encryption and decryption rooms, a secure comms station, and administrative offices. The watch floor has a central holographic projector and a dozen workstations at which techs route comms, message traffic, and other information packets from outside local space.

If the event timer is 4 or under, the droids have not yet called for reinforcements. When the PCs enter, the *Raptor*'s crew is kneeling on the watch floor, held at blaster point by two minion groups of five saboteur protocol droids each. The communications officer, a gruff Mirialan man named Commander Figlia, is being interrogated by a saboteur medical droid who wants the access codes to the communications consoles. The astromech droid is attempting to slice the consoles in the meantime.

After the PCs eliminate the droids and call for reinforcements, the communications crew balk at the idea of disabling P-Comm, especially if the PCs' plan for disabling it involves permanent destruction. The PCs must find a compromise, or convince the crew that destruction is neccessary.

SHADOW RAPTOR CREW

During some encounters, GMs may require stat blocks for members of the *Raptor*'s crew. All NPCs should be drawn from pages 409–433 of the **Age of Rebellion** Core Rulebook. Comm techs should use the Imperial Naval Engineer stat block, maintenance techs the Rebel Mechanic block, pilots the Rebel Starfighter Pilot block, ground crew the Underworld Shadowport Mechanic block (replacing the Underworld skill with Warfare), and analysts the Underworld Infochant block. Officers vary but are generally rival versions of the minions they lead. The bridge crew is a mix of rival NPCs, each with an adversary profile related to the station he operates. The Rebel operatives include forty Rebel trooper minions and four of each rival Rebel NPC type found in the **Age of Rebellion** Core Rulebook, pages 411–415.

If TJ-11 decides to abandon ship and the droids hold this space, then they move Commander Figlia and some encryption hardware to the aft hangar bay. Securing the commander and hardware should be of prime concern to any PC with the Personnel or Internal Security Duty.

SECONDARY COMMUNICATIONS (S-COMM)

Deck: Forward-02.
Objective A: Make an "abandon ship" order. Direct the crew to bring back help and warn the fleet. If achieved, a dozen escape pods jettison as any crew not trapped by the lockdown abandon ship.
Objective B: Alternatively, the PCs can make a **Hard (◆◆◆) Leadership check** to call upon the crew to resist the droids, which results in the crew getting slaughtered but reduces the number of enemy droids by one minion group in each section.
Saboteur Droids: Two saboteur astromechs.
Rebels: Twenty comm techs and two officers. None armed.

Just aft of P-Comm and down a ladder well, S-Comm comprises two watch floors: one to handle internal ship comms and another for local-space communications. It also has five small office spaces, a large office, and a routing array. Lt. Commander Colm, the son of a trade baron whose corporate assets were nationalized by the Empire, is the senior officer.

The two droids have secured the crew in the large office, and they have split up to cover both watch floors. Unfortunately, after the party relays its message, TJ-11 uses the ship's comm to scramble two Y-wings to disable the escape pods. Any PCs who have the Space Superiority or Personnel Duties should be interested in taking over a bank of the *Raptor*'s laser cannons or acquiring starfighters to protect the escape pods. As it stands, droids control the *Raptor*'s weapons systems, and they fire on the PCs if they launch any vessels.

INTELLIGENCE OPERATIVES' BARRACKS/BRIG

Deck: Forward-08.
Objective A: Free the intelligence operatives trapped in their own brig. If achieved, the operatives help take back the ship.
Objective B: Resupply weapons, ammunition, and supplies from armory. If achieved, the party gains access to additional arms and equipment.
Saboteur Droids: Two saboteur medical droids and twenty saboteur protocol droids.
Rebels: Seventy-two Rebel operatives and two officers. None armed.

CREATIVE SOLUTIONS

Depending on character composition, some groups may not have the skills required to complete some of the challenges they encounter. This can be a problem, especially if it means getting the life support back online! In these cases, the GM is encouraged to come up with creative solutions to allow the skills the characters do have to help them in the situation. For example, in the Life Support encounter, the PCs may be able to use Computers to reprogram one of the disabled droids to do the repairs for them, or perhaps succeed at a Knowledge (Warfare) check to realize that there is a back up life support system that they can activate one deck below.

Along the starboard side of Deck 8 is a row of cells where seventy-two intelligence operatives have been crammed into a brig built to hold thirty. What would typically be a large medical ward is mostly converted into barracks and training space, including a gymnasium and a pair of thirty-meter firing ranges. The aft end of the deck is the reinforced sublevel of the forward hangar bay, which is four decks high. With a **Hard (◆◆◆) Knowledge (Warfare) check** or help from a freed operative, the party discovers a maintenance crawl space that can get them inside the hangar bay near the magnetic field.

The saboteur medical droid rivals each lead two minion groups of five protocol droids, or the GM can use the squad rules to make two squads, each led by a medical droid. It is possible to avoid real combat by distracting the droids and freeing the operatives. To do this, one of the PCs must make a **Hard (◆◆◆) Stealth check** to sneak past the droids to one of the weapons ranges to create a distraction. Half the droids are sent to investigate. The PCs then can make an **Average (◆◆) Computers check** to unlock the brig security fields, freeing the prisoners. The Rebel operatives overpower their oppressors in moments, taking up their arms and hunting down the remaining droids.

When the operatives are freed, they offer to split their force to reinforce the areas the party has recaptured. With an **Average (◆◆) Negotiation check**, the party gains five Rebel trooper minions or one rival per PC. The PCs can use the minions to form squads or minion groups. Alternatively, the PCs could try to convince the operatives to retake the bridge or either of the hangar bays. Without the help of the party, the operatives are destined to fail, but one enemy rival and five minions can be removed from encounters at that location.

LIFE SUPPORT

Deck: F-26.
Objective A: Repair and activate ship life support. If achieved, Resilience checks to resist asphyxiation are no longer required before combat encounters, and strain can be recovered normally.
Saboteur Droids: Two saboteur medical droids and one saboteur astromech.
Rebels: Five maintenance techs. None armed.

Life support consists of a small watch floor with four crew stations for water, power, air, and gravity. The astromech droid is plugged in, monitoring the power and gravity stations simultaneously. It is overseen by a medical droid. The Rebel life-support technicians are locked in an empty cistern.

To restore life support, the party must first make a **Hard (◆ ◆ ◆) Computers check** at the air station to slice the saboteur droid firewall and regain control of the system. Unfortunately, a simple diagnosis reveals that there has been an alteration to the air recyclers, causing them to take oxygen out of the air, accelerating the effects of hypoxia. The recyclers are along the starboard side of the ship and must be repaired at three different points, requiring an **Average (◆ ◆) Coordination check** to worm into the crawl space and then an **Average (◆ ◆) Mechanics check** to repair the damage. After the PCs repair the second unit, a minion group of five saboteur protocol droids exits the turbolift and attacks the party.

FORWARD HANGAR BAY

Deck: Forward-07.
Objective A: Secure the hangar bay. If achieved, the party gains access to eighteen X-wings, six Y-wings, and two shuttles which they can use to assist in a variety of objectives.
Objective B: Disable the shuttles and starfighters. If achieved, the droids must first repair the ships before they can use them to escape or call for reinforcements.
Objective C: Stop the droids from destroying the escape pods or jumping to hyperspace.
Saboteur Droids: Four saboteur astromechs, three saboteur load lifters, and ten saboteur protocol droids.
Rebels: Two pilots, ten ground crew, and twenty maintenance techs. None armed.

The forward hangar bay holds two squadrons of starfighters, the captain's pinnace, and a utility shuttle. The hangar occupies most of Decks 5, 6, and 7 and represents the largest interior space on board. The TIE fighter launch racks have long been removed to make room for Alliance starfighters.

Crew on watch during the hyperspace jump have been locked inside a pilot's ready room and are guarded by the saboteur protocol droids. The rest of the droids are scattered throughout the hangar bay.



out the hangar bay, prepping the two alert fighters for launch. If the order to abandon ship has been given, then two Y-wings launch just as the party enters the hangar bay. The party can see the Y-wings blasting launched escape pods.

Instead of fighting all of the droids, it is possible to vent all the protocol droids into space from the hangar bay control room. The crew is safe in the ready room, but the astromech droids and load lifters can counter this tactic with magnetic clamps and onboard propulsion. To clear the protocol droids out requires an **Average (◆ ◆) Stealth check** to sneak into the control room and an **Average (◆ ◆) Computers check** to vent the space. Two astromech droids in the control room must be dealt with. Alternatively, the PCs could use the maintenance access from Deck F-08 to sneak directly to the magnetic field that shields the hangar bay from open space. If the PCs involved have a space suit and some form of magnetic clamp or propulsion, they can disable the field with a **Hard (◆ ◆ ◆) Computers check** or by attacking the controls with any weapon possessing the Breach quality or with any starship weapon. If the field is destroyed this way, it requires an **Average (◆ ◆) Mechanics check** and advancing the event timer by 1 to repair.

The pilots, if freed, can be used to form squadrons with party members. A Mon Calamari named Chief Moheed is the senior crew chief and can assist the party in disabling the hyperdrives and communications arrays on the starfighters and shuttles. The chief is a longtime member of the Rebellion and seems unfazed by the ship-jacking. Moheed and his men can be ordered to take up arms and keep the hangar bay secure or to accompany the party to the aft hangar to disable the vessels there.

ANALYSIS DECK

Deck: Forward-15.

Objective A: Secure and/or wipe the intelligence datacore. If failed, future adventures may be negatively affected by Imperial Intelligence.

Objective B: Free the captured officers and analysts.

Saboteur Droids: Two saboteur medical droids, one saboteur astromech, and ten saboteur protocol droids.

Rebels: Ten officers and fifty analysts. None armed.

The module that takes up Decks 14 through 16 is typically used for passenger space but has been converted into berthing and workspace for the *Raptor*'s 150 intelligence analysts. The intelligence shop is on Deck F-15, which consists of a main watch floor and dozens of offices in which analysts and officers inspect imagery, comms and signals intercepts, transcripts of interrogations and debriefings, and reports from Rebel forces. All of this information is fed into a central intelligence datacore, which requires encryption keys to access.

The intelligence datacore has information on countless Rebel cells, operatives, double agents, sympathizers, and other assets vital to the Rebellion in the Trans-Hydian Borderlands. Should the Empire obtain the datacore, it would cripple Alliance efforts in the region. If TJ-11 decides to abandon ship and the droids hold this space, the datacore is moved to the aft hangar bay. Securing or wiping the datacore should be of prime concern to any PC with the Internal Security Duty.

When the party enters, the astromech is plugged into the intelligence datacore, trying to slice past the encryption. The intelligence officer on watch, Commander Keene, is tied to a chair and being tortured by the medical droids as they attempt to obtain

the datacore's access codes. Two saboteur protocol droid minion groups stand guard over four offices where nine officers and fifty analysts are secured. The remaining intelligence personnel are held in the berthing decks above and below the analysis deck.

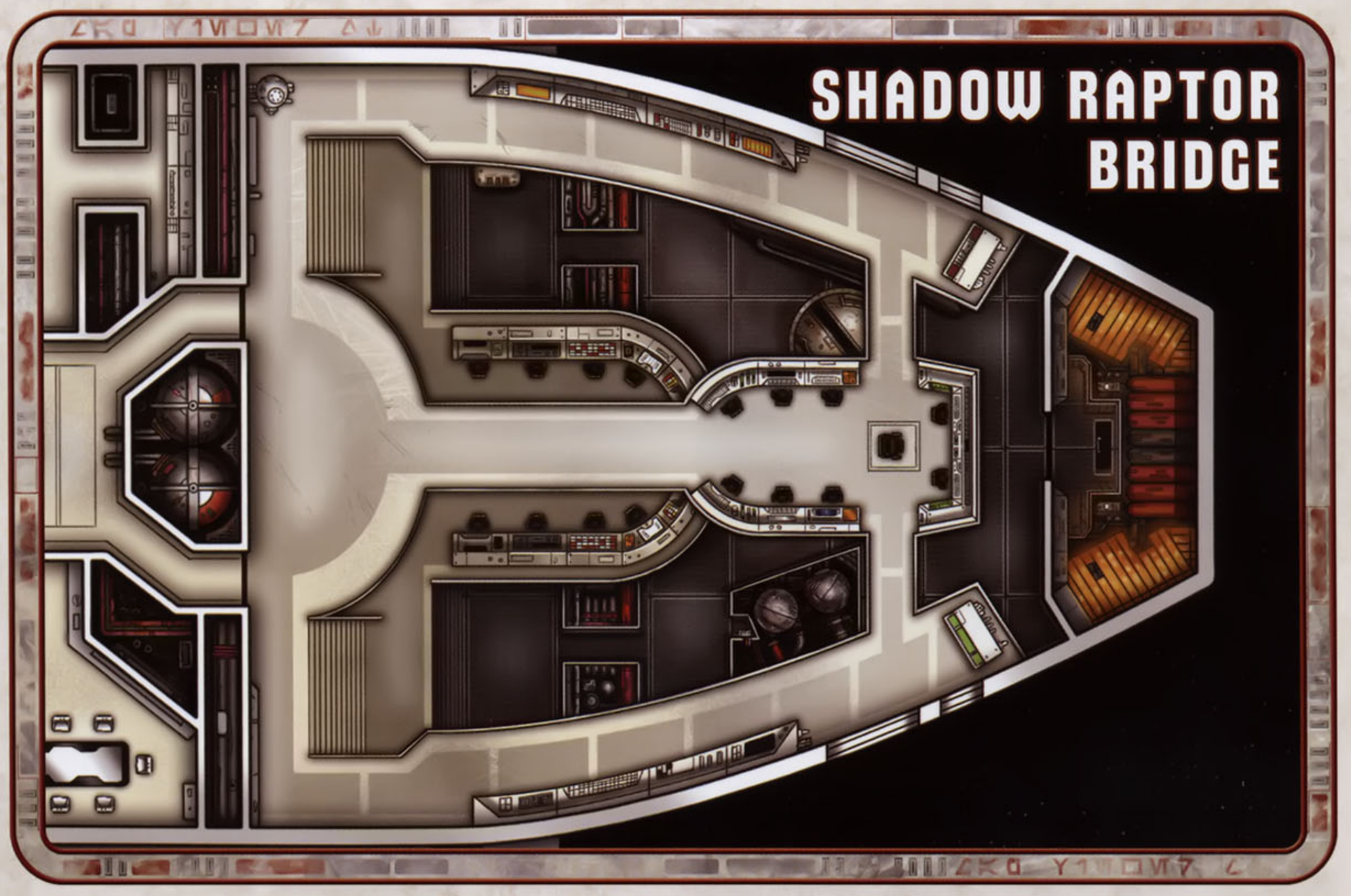
BRIDGE

Deck: Forward-17.
Objective A: Secure the bridge. If achieved, the crew can move the *Raptor* away from the black hole once the ion engines are online.
Objective B: Secure the navicomputer. If failed, the Empire could gain the astrogation data needed to locate and launch an attack on the Alliance Fleet.
Saboteur Droids: Four saboteur astromechs and five saboteur protocol droids.
Rebels: Ten Rebel bridge crew members. None armed.

The bridge module contains the actual command bridge as well as a number of conference and ready rooms. The command bridge consists of an elevated command deck with four large view screens and a panoramic transparisteel viewport. Twelve crew workstations are divided among three sunken crew pits. The forward pit has astrogation, helm, communications, and shields. The portside pit has engineering, power, logistics, and life support stations. Finally, the starboard pit has stations for sensors, gunnery, security, and flight control. All of these stations can be controlled from the captain's chair, though other than helm and astrogation, all stations are merely monitoring or command relay stations for the appropriate section elsewhere on the ship.

The tactical action office is in the aft portside corner of Deck 17. While the bridge can do everything tactical can, the bridge concerns itself with all aspects of ship operations; tactical is solely focused on threat identification and response. The five workstations in tactical are dedicated to tagging threats on the sensor board, directing the gunnery teams and fighter squadrons, and angling deflector shields. During combat operations, tactical typically functions in an advisory capacity.

Once the party secures the bridge, the PCs notice that Captain Sortuli and Navigator Tay Coomsay are missing. Lt. Hastings explains that they were taken by TJ-11 to the escape pods. If the PCs check the sensors or view screens, they can see an escape pod shooting across the emptiness of space to the aft hangar bay. Hastings believes the droid means to escape with the captain and navigator and begs the PCs to rescue them.



AFT HANGAR BAY

Deck: Aft-07.
Objective A: Secure the hangar bay.
Objective B: Disable the six shuttles. If achieved, the droids cannot use the shuttles to get reinforcements.
Saboteur Droids: Two saboteur astromechs, four saboteur load lifters, ten saboteur protocol droids, and TJ-11.
Rebels: Ten ground crew, ten maintenance techs, Captain Sortuli, and Navigator Coomsay. None armed.
Weapons: Medium hangar tractor beam (Fire Arc Entire Hangar; Damage 10; Critical 2; Range [Long]; Tractor 4).

The aft hangar bay has room for six shuttles of silhouette 4 or smaller. This deck also contains cargo storage for most of the aft hull. Three of the droid containers are located in the aft hangar bay. The ground crew and maintenance staff are locked in one of the smaller portside cargo bays, guarded by a minion group of five protocol droids. One of the astromechs is working around one of the shuttles, prepping it for launch, while the other is in the control room to operate the docking-bay tractor beams. The remaining protocol droid minions are guarding Captain Sortuli and Navigator Coomsay, while the tactical droid, TJ-11, oversees launch preparation.

If TJ-11 has previously given the order to prep a *Kappa*-class shuttle, then when the PCs arrive, the droid is overseeing final preparations. If the PCs did not stop the droids from acquiring the intelligence datacore or the comms encryption codes, these items are being loaded onto the shuttle along with the captain, navigator, and navicomputer datadrive.

Should the PCs trigger a combat encounter, TJ-11 forms a squad with a minion group of five protocol droids, while the other twenty fight as a separate minion group. One astromech droid continues prepping the shuttle, while the one in the control room uses the hangar's medium tractor beam to drop cargo crates on the party. The tractor beam is considered an improvised weapon with a silhouette of 3 for the purpose of these attacks.

THE CHASE

If the shuttle escapes the hangar, the party has a number of ways to react. There are five other *Kappa*-class shuttles and a dozen ISP-6 shuttle pods in the bay. The pods only take one maneuver to launch, while the shuttles take two. PCs may instead use a *Raptor* gunnery station to attack the shuttle or rush to the forward hangar to acquire Y-wing fighters. They may pursue multiple options. Keep in mind that rushing to another part of the ship takes time and gives TJ-11 an opportunity to gain a lead. There are also two shuttle pods in the back of TJ-11's *Kappa*-class shuttle, and if the party closes to medium range, TJ-11 deploys the pods with astromech pilots.

The party should attempt to disable rather than destroy the shuttle, especially if Sortuli and Coomsay are on board. The shuttle needs ten rounds to plot a course for hyperspace or twenty if the party disabled the hyperdrive earlier. If the ISD *Iceheart* has not yet shown up but the droids did get word out for reinforcements, it arrives during this chase at extreme range from the *Raptor*.

KAPPA-CLASS SHUTTLE

An aging shuttle model, the *Kappa*-class shuttle is an all-purpose vehicle that saw use during the Clone Wars and the early years of the Empire. Versatile enough to perform escort, logistics, and combat drop duties, it is still effective despite having been replaced by a variety of new, specialized shuttlecraft. The rear vehicle bay holds two ISP-6 shuttle pods, which can launch as a maneuver.



Hull Type/Class: Shuttle/*Kappa*-class.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 2, Backup: Class 18.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, and two gunners.
Starfighter Complement: Two silhouette 2 support vehicles.
Encumbrance Capacity: 150.
Passenger Capacity: Forty.
Consumables: Two months.
Price/Rarity: 80,000 credits (R)/6.
Customization Hard Points: 2.
Weapons: One top and one bottom turret-mounted double blaster cannons (Fire Arc Port or Starboard or Forward or Aft; Damage 4; Critical 4; Range [Close]; Linked 1).

Two auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire, Linked 1).

SHUTTLE POD

The ISP-6 shuttle pod is a short-range combat utility vehicle with echoes of the *Lambda*-class shuttle in its design. Only lightly armed, the shuttle pod is often used to survey damage, assist on spacewalks, or provide close air support to ground forces.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	ARMOR
2	4	0	0 - - 0	1

HT THRESHOLD	SS THRESHOLD
4	6

Hull Type/Class: Shuttle/ISP-6.
Manufacturer: Cygnus Spaceworks.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 8.
Passenger Capacity: None.
Consumables: Two weeks.
Price/Rarity: 15,000 credits (R)/6.
Customization Hard Points: 1.
Weapons: Two light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).



ENGINEERING

Deck: Aft-09.
Objective A: Secure engineering. If achieved, Chief Engineer Duago provides ▢ to any Mechanics or Computers checks to restart the sublight engines.
Objective B: End the hatch lockdown. If achieved, the party can move freely about the ship and the crew are freed to resist their droid captors.
Saboteur Droids: Two saboteur astromechs and five saboteur protocol droids.
Rebels: Three officers and forty-five maintenance techs. None armed.

Engineering occupies most of Decks 8 and 9 and includes not only the main engineering watch floor but also the ship's three primary fuel cells and their power regulators. The chief engineer's office is just aft of the watch floor, and a number of workshops, parts-storage facilities, and fabrication shops are scattered throughout the deck.

When the party arrives, the droids don't immediately notice, as they are busily filing a report to TJ-11, who is on the bridge. The ship is slowly approaching the black hole's event horizon. The engineering staff says that any of engines 1, 2, or 5 by itself can save the ship, but they have no estimate of when any engines might come back online.

The crew has been locked in the storage locker on the port side of the deck. Freeing the Sullustan chief engineer, Duago, and retaking engineering provides ▢ to any checks to restart the sublight engines later, but the sublights can only be reactivated from a sublight-engine control room.. The hatch control override is here, however; after clearing out the droids, an **Average (◆ ◆) Computers check** can restore normal function to all hatches on the *Shadow Raptor*.

SUBLIGHT-ENGINE CONTROL ROOM 5

Deck: Aft 12-13.
Objective A: Secure sublight-engine control room 5.
Objective B: Activate sublight engine 5. If achieved, the bridge regains enough control of the ship to maneuver away from the black hole.
Saboteur Droids: Three saboteur astromechs, two saboteur load lifters, and ten saboteur protocol droids.
Rebels: One officer and twelve maintenance techs. None armed.

The sublight-engine control room is a two-deck space built around each of the *Raptor*'s seven ion engines. Catwalks and gantries line the engine housing for access to maintenance hatches and control panels. There are twelve different monitoring stations spread

throughout to track power flow from fuel cells and watch over the reactor, temperature, radiation levels, thrust, and more.

When the party arrives, the thirteen Rebel crew are under guard by the protocol droids, while the astromechs are plugged in to the crew stations, oblivious to anything but their efforts to reactivate engine 5. Instead of fighting all of the droids, the PCs can disable the static discharge vane system with a **Hard (◆◆◆) Computers check** at any terminal. Success creates an ionization overload that takes out all the droids in all seven engine rooms, though ▽ on this check knocks out critical components needed to restart the engine, doubling the time to complete the engine restart.

Once the party eliminates the droids, they can work with the maintenance staff to restart the engine, which requires a **Daunting (◆◆◆◆) cooperative Computers check** followed by a **Hard (◆◆◆) cooperative Mechanics check**. Each check takes two rounds to complete. Assistance from the maintenance crew can add □ to these checks, and if Chief Engineer Duago is in control of engineering, he can provide an additional □.

SABOTEUR MEDICAL DROID [RIVAL]

FX-series and 2-1B medical droids wield a variety of surgical scalpels and syringes filled with useful chemicals for interrogations. These saboteur models have been equipped with a potent anesthetic injector to deal with organic resistance.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	1	3	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	10	0 | 0

Skills: Discipline 1, Medicine 3, Perception 2.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Built-in diagnostic and surgical tools (count as a medpac as well as a stimpack that can be used once per session), vibroscalpel (Melee; Damage 2; Critical 4; Range [Engaged]; Pierce 2, Vicious 1), anesthetic injector (Medicine; Damage 8; Critical 5; Range [Engaged], Stun Damage).

SABOTEUR PROTOCOL DROID [MINION]

A variety of different protocol droids with upgraded chassis and armed with blaster pistols integrated in hidden compartments. Saboteur protocol droids operate in minion groups of five droids each.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	3	1	1	2

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
4	5	0 | 0

Skills (group only): Charm, Knowledge (Education), Knowledge (Xenology), Negotiation, Perception, Ranged (Light).
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

SABOTEUR LOAD LIFTER [RIVAL]

Cybot Galactica CLL-series load lifters are capable of bludgeoning enemies with their powerful loading arms or bashing them with large crates and equipment.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	1	1	1	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
7	20	0 | 0

Skills (group only): Athletics, Brawl, Melee.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), silhouette 2.
Equipment: Truncheon lifters (Brawl; Damage 6; Critical 5; Range [Engaged]; Disorient 2), large improvised weapon (Melee; Damage 7; Critical 5; Range [Engaged]; Cumbersome 4).

SABOTEUR ASTROMECH [RIVAL]

R2- and R3-series astromech droids with upgraded piloting and gunnery protocols. These droids are capable of slicing computer terminals and repairing damaged machinery. They have an arc welder that they can use as a weapon, though astromech droids flee combat if their protocol escorts are destroyed.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
1	3	2	2	1	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE
3	11	0 | 0

Skills: Astrogation 3, Computers 3, Cool 2, Gunnery 2, Mechanics 2, Piloting (Space) 3.
Talents: None.
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

Equipment: Arc welder (Melee; Damage 3; Critical –; Range [Engaged]; Stun Damage), built-in repair tools (counts as a tool kit).

TJ-11, SABOTEUR TACTICAL DROID [NEMESIS]

A T-series tactical droid restored by Imperial Intelligence, TJ-11 was programmed to lead the mission to ship jack the *Shadow Raptor* and discover the location of the Rebel Fleet. TJ-11 is cold and pragmatic to a fault, working its way down a series of preprogrammed objectives and assessing its next move by calculating odds of success.



Skills: Coercion 2, Cool 2, Leadership 3, Knowledge (Education) 1, Knowledge (Warfare) 2, Perception 2, Ranged (Light) 3, Vigilance 2.
Talents: Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Command 2 (add ■■ to Leadership checks; affected targets add ■■ to Discipline checks for the next 24 hours), Field Commander (as an action, may make an **Average (◆◆) Leadership check**; three allies may immediately suffer 1 strain to perform a free maneuver).
Abilities: Command (add ■ per rank of Command when making Leadership checks; affected targets add ■ to Discipline checks for the next 24 hours), Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), comlink, datapad.

A SIGH OF RELIEF

The *Shadow Raptor* is most likely rescued by the PCs and spared the gruesome fate of experiencing a black hole firsthand. After ousting the remaining droids, the *Raptor* can make a quick jump to hyperspace to avoid Imperial reinforcements. Captain Sortuli, if rescued, orders the PCs to investigate who sabotaged the droids. If Captain Sortuli was captured or killed, Lt. Hastings can plead with the PCs to rescue or avenge her instead. If the *Raptor* is headed for the black hole, this might be Hastings's dying wish before being swallowed by the event horizon.

EPISODE III: LOGISTICAL PERIL

There are two possible paths to starting the investigation into the attack on the *Shadow Raptor*. If the *Raptor* survived, the PCs might examine any of the droids brought on board, including TJ-11 if it has not escaped or been destroyed. However, if the *Raptor* was destroyed by the black hole or captured by the ISD *Iceheart*, they won't be able to pursue this line of investigation. Their other option is to return to Port Tooga to track down the *Contispex Crusader* and her captain and learn more about where the droids originated.

Examining any droid other than TJ-11 with an **Average (◆◆) Computers** or **Mechanics check** reveals a non-standard chip hardwired onto the droid's brain and stamped with the letters "TTC." ◆◆ reveals the chip is a modified behavioral inhibitor similar to a restraining bolt. If TJ-11 is examined, a **Hard (◆◆◆) Computers** or **Mechanics check** reveals that several components are similar to old Baktoid Combat Automata designs. A **Hard (◆◆◆) Outer Rim** or **Knowledge (Warfare) check** reveals that Baktoid once had a factory on Teagan as part of the Listehol Run during the Clone Wars. If the party doesn't have access to any droids because of their choices in **Episode II**, they can instead return to Port Tooga to pick up the trail.

It is also possible to examine the navicomputer on the tug the PCs acquired earlier, if they still have it. The navicomputer has been wiped, but a **Daunting (◆◆◆◆) Computers check** reveals that before Port Tooga, the tug recently left the planet of Teagan.

"DROID-ARM" AYMUS

If the party goes to the Barvy Harpy, they are once again approached by the disfigured Wookiee from their last visit. Roowarra apologizes for his drunken behavior, explaining that all humans look alike to him, especially when he is drunk. Roowarra explains that he just misses his ship and hates the Empire for stealing her. He is very sorry and wants to make amends. This should attract the attention of any PC with the Recruiting Duty.

If the PCs ask Roowarra about Captain Shyndi Oglerk and the *Contispex Crusader*, Roowarra directs them to the bar, where a drunken Weequay named Aymus is half-asleep. Aymus has had his left arm replaced with an antiquated mechanical one. With an **Easy (◆) Charm** or **Negotiation check** and a drink, or a **Hard (◆◆◆) Coercion check**, the PCs can get Aymus to share his story. Read the following aloud:

"Yeah, sure I've seen 'er before. What you lot want with 'er anyway?" Aymus takes a long swig of his Gizer ale. "Don't really matter, I s'pose. Ain't no pirate, if that's what you wanna know." Aymus scratches just above his elbow, where the droid arm joins with his flesh. "How do I know? Because I'm a kriffing pirate!"

"See, I heard the Crusader *was prize-happy, going after CSA and Imperial treasury ships and the like. My kind of crew. I hear the first mate is on station and figure I'll sign on, right? Only I go to their bay, and they aren't taking on crew, just cargo." Aymus looks around expectantly. "Pirates always take on crew, see. Always. And another thing—that ship she had? That wasn't nothing no pirate'd ever get 'er hands on. Too new, too shiny. No self-respecting pirate'd show up here with it. Just as like to get taken. No, mate. Whatever the* Crusader *is, it ain't a pirate ship. I heard rumors it berths on a planet named Teagan just off the Listehol Run."*

With that, Aymus demands another drink for his help but has no additional information to offer. He says that Shoola the Hutt should have some sort of docking and sensor logs and might share them if the PCs are feeling open-minded. Then Aymus chuckles and returns his full attention to his drink.

ROMANCING THE HUTT

Gaining an audience with the Hutt paramour requires an **Average (◆◆) Negotiation** or **Deception check** to convince her roguish major-domo to put the PCs on her schedule. The PCs are led up to Shoola's palace, an elaborate audience hall that seems part nightclub and part boardroom. Shoola does business beneath a sound-dampening field, which extends to anyone within engaged range of Shoola. Any Perception checks made to eavesdrop are increased by two steps in difficulty from short range or farther. The PCs can still faintly hear music blasting throughout the hall but otherwise have privacy with Shoola and her translator droid.

Securing Shoola's help requires an **Average (◆◆) Charm check**, a **Hard (◆◆◆) Negotiation check**, or a **Daunting (◆◆◆◆) Coercion check**. If charmed, Shoola negotiates various romantic encounters for her assistance. Information she has off the top of her head might cost a PC a romantic dinner in her private chambers, while access to her security feeds might require a week-long romantic yachting excursion.

When asked about the *Contispex Crusader*, Shoola notes that she has heard of the new ship working the Listehol Run but hasn't heard of any survivors from their raids. Shoola taxed the droid shipment the PCs purchased and was paid a combination of hard currency and a few of the droids for her personal staff. No sooner do the PCs learn this then they are attacked by two minion groups of five saboteur protocol droids wielding blaster pistols. While Shoola's thugs fend off a horde of reinforcement droids, it's up to the PCs to protect Shoola as she retreats toward a secure turbolift to her private chambers at long range.

Once out of danger, Shoola is much more forthcoming. If the PCs failed a social check at the start of this encounter, they can now retry, with the difficulty reduced one step. If the PCs examine the droids' remains, they uncover "TTC" chips like the one described earlier in this episode. Shoola has the following information to share:

- **On Captain Shyndi Oglerk:** Shoola comments on her lack of style or culture but notes that she paid her import tax on her droid shipment without any haggling, which was odd.
- **On First Mate Kog:** Shoola pays no mind to underlings, but the PCs are welcome to her dock master's logs and security feeds, which detail Kog's visit without Shyndi a week ago. He docked a small modified Nubian transport and spoke with a Bimm junk dealer and later a balding spacer with long sideburns at the Barvy Harpy. Kog and Shyndi used the same transport the day they met with the PCs.
- **On T-series tactical droids and TTC droid chips:** Shoola directs the party to Kwiggley, a Bimm junk dealer specializing in droid parts. She provides a holomessage that ensures the Bimm is forthcoming with any and all information he has.

Any promises the PCs make to Shoola should be fulfilled as soon as they finish their investigation. Failure to do this could create complications for the PCs during future adventures. Should the PCs include their dealings with Shoola in any debriefing or reports later on, the Rebellion orders them to fulfill their end of the bargain.

ONE BIMM'S TRASH...

If the party did not yet visit Shoola but wants to check Shoola's Ring for anyone selling components like those found inside the saboteur droids, have them make an **Average (◆◆) Mechanics check**. Success means that the party finds Kwiggley, a near-human Bimm junk dealer with a few rusted Baktoid B1 battle droid remote-processor modules and some random chassis parts.

The half-sized Kwiggley is a shrewd merchant who cites customer privilege and privacy, but he can be convinced to identify Kog with an **Average (◆◆) Coercion** or **Negotiation check** or a **Hard (◆◆◆) Charm** or **Deception check**. Kwiggley sold Kog a T-series tacti-



cal droid logic processor and fielded a number of technical questions about compatibility with Arakyd components. If the PCs show Kwiggley a TTC chip they pulled from a saboteur droid, he reveals that TTC stands for the Teagan Tech Consortium, a high-end droid manufacturer on the world Teagan.

IS THIS FOR HERE OR TO GO?

If the PCs aren't sure what to do next, Roowarra offers to buy them a meal at Biscuit Barren. While they are eating, have them make an **Average (◆◆) Perception check** to overhear a conversation at a nearby booth, where two spacers (one of whom has a receding hairline and bushy sideburns) are discussing a delivery from last week. Depending on the check results, the party gleans the following information:

- **Success:** Two weeks ago, the spacers delivered a shipment of droid parts along the Listehol Run.
- A customs mix-up between the pilot and Ganaang Traffic Control was resolved by a TTC protocol droid.
- The delivery was made to a planet called Teagan.
- The parts were delivered to a warehouse not far from the spaceport.

If, after hearing any or all of this, the PCs wish to question the spacer telling the story, he can be convinced to share all the information with an **Average (◆◆) Charm**, **Coercion**, or **Negotiation check**.

THE SEARCH NARROWS

By now the party should realize that the answers to their questions lie on Teagan. PCs curious about Teagan can make a **Hard (◆◆◆) Astrogation**, **Mechanics**, **Outer Rim**, or **Xenology check** to compare notes on the planet. Using a navicomputer or other data resource reduces the difficulty one step. The hyperspace jump itself from Port Tooga to Teagan is uneventful and should not require a check. The party can learn the following:

- **Astrogation or Outer Rim:** Teagan is in the system of the same name in the Kwymar Sector just off the Listehol Run.
- **Xenology:** The short and mysterious Devon are the native species. Their vocalizations and hearing range are incompatible with most humanoid species.
- **Mechanics or Outer Rim:** Protocol droids are huge business on Teagan, and the Teagan Tech Consortium has recently released their RWW-series droid, a soft-shelled protocol model marketed as a budget human-replica droid.

TEAGAN

Astronavigation Data: Teagan system, Kwymar Sector, Outer Rim region

Orbital Metrics: 312 days per year / 22 hours per day

Government: Devon Trade Council

Population: 350 million (Devon 85%, Mirialans 4%, Neimoidians 3%, humans 3%, other 5%)

Languages: Basic, Bocce, and Denosh

Terrain: terrestrial, mountainous

Major Cities: Ganaang Spaceport, The Warrens

Areas of Interest: Teagan Tech Consortium headquarters, Kwymar Automaton Ltd. factory

Major Exports: droids

Major Imports: raw materials

Trade Routes: Hydian Way, Listehol Run

Special Conditions: none

Background: Named for the wife of a Trade Federation board member decades ago, Teagan was once a manufacturing world ruled by the Trade Federation. During the Clone Wars, the Separatists manufactured the LEP-series servant droids and PK-series worker

droids on Teagan. When the Empire nationalized the Trade Federation after the war, it decided to abandon Teagan to its own devices. Most infrastructure, including countless droid factories, was abandoned, and the remaining inventory and assets were shipped offworld by the Empire.

The natives are short, squat creatures called Devon who evolved deep beneath Teagan's mountain ranges. When outside their warrens, Devon wear thick goggles and cover themselves in voluminous robes and heavy scarves to protect against ambient light, which can blind Devon and damage their skin. Devon communicate via a series of ultra-high-frequency chirps and whistles that carry through the caves where they evolved. Most of these sounds are far outside the normal humanoid hearing ranges, and conversely, the Devon cannot hear most phones of humanoid languages, making them entirely dependent on protocol droids.

The Devon have taken over many of the abandoned factories to create new droid-manufacturing companies, but countless abandoned factories, warehouses, and office buildings that date back to the Clone Wars remain vacant.

GANAANG SPACEPORT

A stellar-class spaceport run by a few Devon and a swarm of droids, Ganaang has a steady stream of merchant traffic importing refined materials and exporting droids. Customs is handled by droid-assisted Devon. The planetary government keeps taxes and trade tariffs considerably below galactic averages to attract outside investors, but they have had little success in attracting much interest in Teagan.

TEAGAN TECH CONSORTIUM

The most prosperous manufacturer on-world, Teagan Tech Consortium manufactures the RWW-series protocol droid, which is among the most advanced protocol-droid models in the galaxy. The RWW-series is everywhere on Teagan, as its grasp of the Devon language is unparalleled, making it the preferred translator for any meeting.

TURNABOUT IS FAIR PLAY

Depending on what information the PCs have, the they can follow the trail to Kwymar Automaton Ltd in a few different ways. If the PCs have the Teagan Tech Consortium behavioral chips from the saboteur droids, they might take the chips directly to TTC and demand an explanation. TTC is staffed entirely by Devon, who need a protocol droid to translate the PCs' demands. The droids don't translate word for word, and they always soften insults and enhance compliments, which adds ■ to any Coercion checks and □ to any Charm or Negotiation checks. TTC techs can analyze the chips and acknowledge that they manufacture them. The chips were designed to convert old Separatist battle droids into peaceful utility droids, inhibiting violent behavior. The techs say that the chips have been modified in a way that allows them to override a peaceful droid's life-preservation programming subroutines which prohibit droids from violence. The techs discover that the chip in question was part of a batch sold to KA Ltd. a month ago, and they happily give the PCs directions to that company's headquarters.

If the PCs know that Kog flies a Nubian shuttle, spaceport personnel can be bribed or tricked into sharing launch and landing clearance information, or the party can attempt to slice the information. The Nubian ship is easy to spot, and the party can trace its registry to KA Ltd. The ship was never docked at the spaceport but did request launch clearance and permission to land both times it left and returned to the planet in the past two weeks. Customs provides directions to KA Ltd.

KWYMAR AUTOMATON LTD.

An abandoned factory on the outskirts of Ganaang, Kwymar Automaton Ltd. used to be a droid-component import-export business, but it folded a decade after the fall of the Republic. The facility consists of a large warehouse, a garage, and an office building surrounded by a tall security fence. At a glance, the facility appears abandoned at a glance, but a chain is over the main gate. The PCs can make an **Average (◆◆) Perception check** to notice the active surveillance cameras and signs of recent speeder traffic.

The PCs can attempt to sneak in, con their way in, or storm the building while blasting. Regardless of the method, the PCs are able to reach any of the buildings without generating a visible reaction. There are no windows to peek inside, so the PCs must blindly choose which building to enter. Each requires an **Average (◆◆) Skulduggery check** to pick the lock.

OFFICES

The offices are vacant and coated in dust. However, a computer terminal is tied to the security camera system. The PCs can make a **Hard (◆◆◆) Computers check** to slice the terminal and gain access to the past few weeks' surveillance footage from cameras inside the offices, warehouse, and garage. Any PC with the Intelligence Duty should desire to make a copy of this data to bring back to the *Shadow Raptor*.

GARAGE

If the party enters the garage, they see a familiar Nubian transport with Shyndi at the helm preparing for takeoff. The boarding ramp is down, but five armed protocol droids stand guard while a dozen labor droids load the transport with crates. If TJ-11 jumped to hyperspace, any information or prisoners the droid

may have stolen are on board the Nubian transport, and TJ-11 itself can be seen on the boarding ramp, discussing one or more of the stolen items with a loading droid, when the PCs investigate the garage.

If the PCs are discovered, the droids attack. If Shyndi hears blaster fire in the garage, she lifts off and contacts her allies in the warehouse to ask them to investigate. If the PCs can somehow sneak aboard and take her unawares, they can prevent this from happening.

WAREHOUSE

As the PCs enter the warehouse, they walk in on a dozen labor droids maneuvering crates toward the rear loading dock, supervised by five stormtroopers and a stormtrooper sergeant (see page 420 of the Core Rulebook for profiles). A human named Lucien and a Devon named Tobias, both engineering types are arguing with each other while packing equipment into crates. First Mate Kog is also there, armed with a heavy blaster pistol.

Combat ensues. Kog orders the two engineers to retreat to the garage and then signals the stormtroopers to attack the PCs. During the third round of combat, Shyndi and five additional stormtroopers join the fight. Once all the original stormtroopers and their sergeant are eliminated, Kog retreats to the garage. Shyndi cries out at Kog's betrayal. She fights until she loses all her stormtroopers and suffers wounds, and then she surrenders.

FINISHING THE FIGHT

Kog should escape in the Nubian transport, but the PCs can recover several crates of intelligence and capture Shyndi. Her interrogation reveals that her actual name is Lieutenant Hura Kogler, Imperial Intelligence, making her father the legendary Hyndis Kogler. Hura offers the PCs a choice between letting her go now or dying when her father comes back for her, but there is doubt written across her face. She confesses that the droids were part of a plot to learn the location of the Rebel fleet, but then she clams up and won't say anything more.

Investigating the area and pulling records and data reveals details of the saboteur droid project, the planning sessions for getting the droids onto a Rebel ship, and the development of their cover identities as pirates. Alliance High Command is pleased that the PCs got to the bottom of the infiltration droid incursion and rewards them with commendations and congratulations.

Each Player Character should receive 10 Duty plus an additional 2 for any completed objective that was connected to the PC's specific Duty. Also provide each PC with 15 XP.

High Command has a number of new interests to pursue as a result of the adventure. The Rebels are interested in opening a number of arms and material manufacturing plants on Teagan and might ask the PCs to open negotiations with the Devon. The *Shadow Raptor* leadership may also want to recruit Roowarra to act as a permanent agent on Port Tooga. Alternatively, the Rebels might want to court Lady Shoola as a resource. If the GM wishes, the Rebel Alliance might even require a new captain for the *Shadow Raptor*, because Captain Sortuli is dead, missing, or promoted. Each of these plot threads can be picked up to carry an entire campaign.



OPTIONAL RULES: FIGHTING IN SQUADS AND SQUADRONS

In many campaigns, PCs fight alongside other Rebel soldiers against the evil Galactic Empire. The squad and squadron rules allow GMs and players to organize minion groups under the leadership of PCs or rival and nemesis NPCs. Squads are groups of infantry on the ground, while squadrons are groups of vehicles, particularly starfighters and airspeeders. Organizing minion groups in this way can empower PCs and story-critical NPCs and scale up combat as a whole without adding initiative slots or sacrificing the cinematic pace of combat.

To create a squad or squadron, the character who wants to lead makes an **Easy (◆) Leadership check** as a maneuver. If successful, the character can lead up to eleven allied minions already within engaged range. These minions are now members of their squad or squadron and, as such, no longer receive a turn in combat and do not roll for initiative. Crew members on board vehicles do not count as valid minion targets to form a squadron. A squad or squadron's silhouette size is 1 higher than that of its largest member.



While leading a squad or squadron, a leader may redirect any hit he or his vessel suffers to a minion in his the squad or squadron instead, which destroys, disables, or otherwise eliminates that minion from the encounter, at the GM's discretion. Additional benefits are gained by ordering squads and squadrons into the formations covered later in this section.

Once a squad or squadron is formed, it remains in operation until it is disbanded by the leader as an incidental action, until the leader or all minions of the group have been disabled or destroyed, or as a result of ⚙, ▽, or a failed fear check. Upon disbanding, any remaining minions are formed into minion groups and each round take their turns directly after their former leader. Minions can rejoin a squad or squadron by spending two maneuvers during their turn.

FORMATIONS

The most basic role of any squad or squadron leader, beyond keeping up morale, is to deploy his troops in a manner that maximizes their advantage over the enemy. At the lowest levels of the military order of battle—that is, squads of troops and squadrons of vehicles—this is accomplished through the use of formations.

A leader can order his squad into a formation by making an **Average (◆◆) Leadership check** as a maneuver, though combat conditions may alter the difficulty. Organizing into a formation outside of combat is usually a **Simple (-)** or **Easy (◆) Leadership check**. If the targeted minions possess Discipline as a group skill, add □ to the check. Success indicates that the squad or squadron has successfully transitioned into the new formation, while failure means it cannot establish the new formation and loses any benefits from the previous formation. No check is required to maintain an existing formation.

TABLE 1-2: SPENDING AND DURING SQUAD AND SQUADRON COMBAT

Cost	Result Options
	If spent after a successful Leadership check to enter a formation, may enter the formation as an incidental action instead of a maneuver.
	If targeting a squad or squadron, force one minion in it out of position. The leader loses the benefits of that minion until the minion returns to formation.
or	On any check while leading a squad or squadron, spend to order it into a new formation as an incidental action.
	If targeting a squad or squadron, may eliminate one minion in it.
	If leading a squad or squadron, the minion allies may make a free, immediate attack. Calculate this attack as if all the minions in the squad or squadron are an independent minion group. No minion group can have more than 5 ranks in a skill for the purposes of this attack, even if there are more than five minions.

TABLE 1-3: SPENDING AND DURING SQUAD AND SQUADRON COMBAT

Cost	Result Options
	If leading a squad or squadron, one minion is separated from the it and placed at close range.
	If leading a squad or squadron, cannot redirect the next successful attack to a minion.
or	If leading a squad or squadron in a formation, that formation is broken.
	If leading a squadron, a minor collision between squad mates occurs (see collision rules in the Age of Rebellion Core Rulebook, page 256). In addition, the two affected minions are separated from the squadron and moved to close range. Note that because minions are immediately incapacitated by Critical Hits, this means that both minions are lost unless their roll for the Critical Hit is 0.
	If leading a squad or squadron, it is considered disbanded.

Note that the Leadership check does not represent just the coordination of the minions under a leader's command but also their willingness to follow orders. A ruthless band of pirates, however, might be extremely undisciplined. The GM should consider adding ■ to Leadership checks to represent the pirates' hesitation to follow orders.

SQUAD FORMATIONS

Trained in guerilla warfare, Alliance infantry squads are agile, able to create their own mission objectives and serve as the basic building block of the Alliance army. Squads use teamwork to protect each other and favor hit-and-fade tactics to complete their missions. For logistics purposes, Rebel ground forces are administratively organized into battalions, regiments, and brigades, though they are rarely deployed in units larger than a company or platoon.

DUG IN

A squad that digs in assumes a defensive posture to increase its survivability under heavy fire.

Effect: Add ■ to any attack targeting the squad or its leader while in this formation. This effect can stack with other defensive bonuses, such as cover.

SKIRMISH

Soldiers are given overlapping fire arcs to scan for enemies. This formation is used to ward off ambushes while traversing unsafe areas between combat encounters. It is designed to prevent the loss of the entire unit to a single area attack.

Effect: Add □ to any Vigilance checks made by the squad or its leader to determine initiative or to any Perception checks to detect an enemy while in this formation. Also requires enemies to spend one additional to activate the Auto-fire or Blast weapon qualities when making attacks targeting this squad.

CLOSE

Concentrating fire on a single target is a tried-and-true method for punching through even the thickest defenses.

Effect: Add □ to any attack made by the squad while in this formation.

MISSION SPECIALIST

Battlefield objectives sometimes require skilled specialists for activities such as slicing a door, repairing an artillery cannon, treating a wounded officer, or appropriating a disguise to infiltrate enemy lines. Squads are typically built to provide an assortment of skills for overcoming a wide variety of challenges.

Effect: While his squad is in this formation, the squad leader can use the Leadership skill to perform a single Computers, Mechanics, Medicine, Skulduggery, Survival, or any Knowledge check. The squad must remain in this formation for the duration of the check. The leader can only do this a number of times equal to his ranks in the Leadership skill per session.



COMM SILENCE

It is often advantageous for a squad to move into position undetected.

Effect: Add ▢ to all Stealth checks made by the unit while in this formation.

SEARCH PARTY

When running enemies to ground or locating units lost in the field, squads are able to work efficiently and cover more ground through the use of search patterns, grids, and divided areas of responsibility.

Effect: Add ▢ to any Survival checks to track a target and to all Perception checks, at the GM's discretion.

SQUADRON FORMATIONS

The squadron is the fundamental combat unit of the Rebel Alliance. The Rebellion favors offensive guerilla tactics that require a handful of fighters to inflict immense damage and then retreat before enemy reinforcements arrive. This strategy requires fast, often hyperspace-capable craft laden with proton torpedoes or concussion missiles or bombs. However, the Alliance Starfighter Corps is required to do much more than hit-and-fade assaults; many pilots are delegated to fly escort missions for critical personnel and supplies, provide close air support for infantry and top cover for evacuations, run reconnaissance missions, or combat air or orbital patrols.

ATTACK FORMATION

Concentrating fire on a single target is a proven method for punching through even the thickest defenses.

Effect: Add ▢ to any attack made by the squadron while in this formation.

EVASIVE MANEUVERS

Going evasive allows a squadron to juke and corkscrew its ships along a wide path while still all moving in the same general direction. The erratic flight patterns make the ships hard to target, confounding target locks and manual firing alike.

Effect: Add ▢ to all attempts to gain the advantage, and add ■ to enemy attempts to gain the advantage on this squadron. Enemies also must spend an additional ◐ to activate the Auto-fire or Blast weapon qualities against this squadron.

RUNNING DARK

Starships decrease their visibility by disabling their ships' transmitters, transponders, active sensors, and running lights. While this can effectively hide a unit from sensors and visual scans, it makes squadron coordination much more difficult.

Effect: Downgrade difficulty of Stealth checks made by the unit one step and upgrade the difficulty of all Leadership checks while in this formation.

SENSOR SWEEP

Typically while in a wide line or circle of craft, each vehicle directs its sensors and visual scanning to a unique arc of responsibility, with some minor overlap with its neighbors. This allows a squadron to effectively look in all directions simultaneously.

Effect: Add ▢ to any Vigilance checks by the squadron to determine initiative and to Computers and Perception checks to detect targets while in this formation.

SKILLED NAVIGATOR

Starfighter squadrons typically rely on preprogrammed hyperspace jump coordinates, though it's also possible to plot new courses in the field. In either case, this is often handled by the best navigator in the unit, assisted with the rest of the squadron.

Effect: While in this formation, the squadron leader can substitute a Leadership check for a single Astrogation, Computers, Mechanics, or any Knowledge check. The squadron must remain in this formation for the duration of the check. This formation can only be used a number of times per session equal to the leader's ranks in the Leadership skill.

SCREEN FORMATION

Most Alliance vehicles are better protected than their Imperial counterparts. Pilots have trained to use this to their advantage, arranging themselves in tight ball formations wherein they can put the full strength of their shields to a single fire arc and strengthen the group. If the vehicles in the unit don't have shields, it is still possible to achieve a similar effect, though it requires precision flying.

Effect: While in this formation, add 1 to ship defense in all zones. If the squadron entering this maneuver does not have shields or has lost them for any reason, upgrade the difficulty of this check one step.

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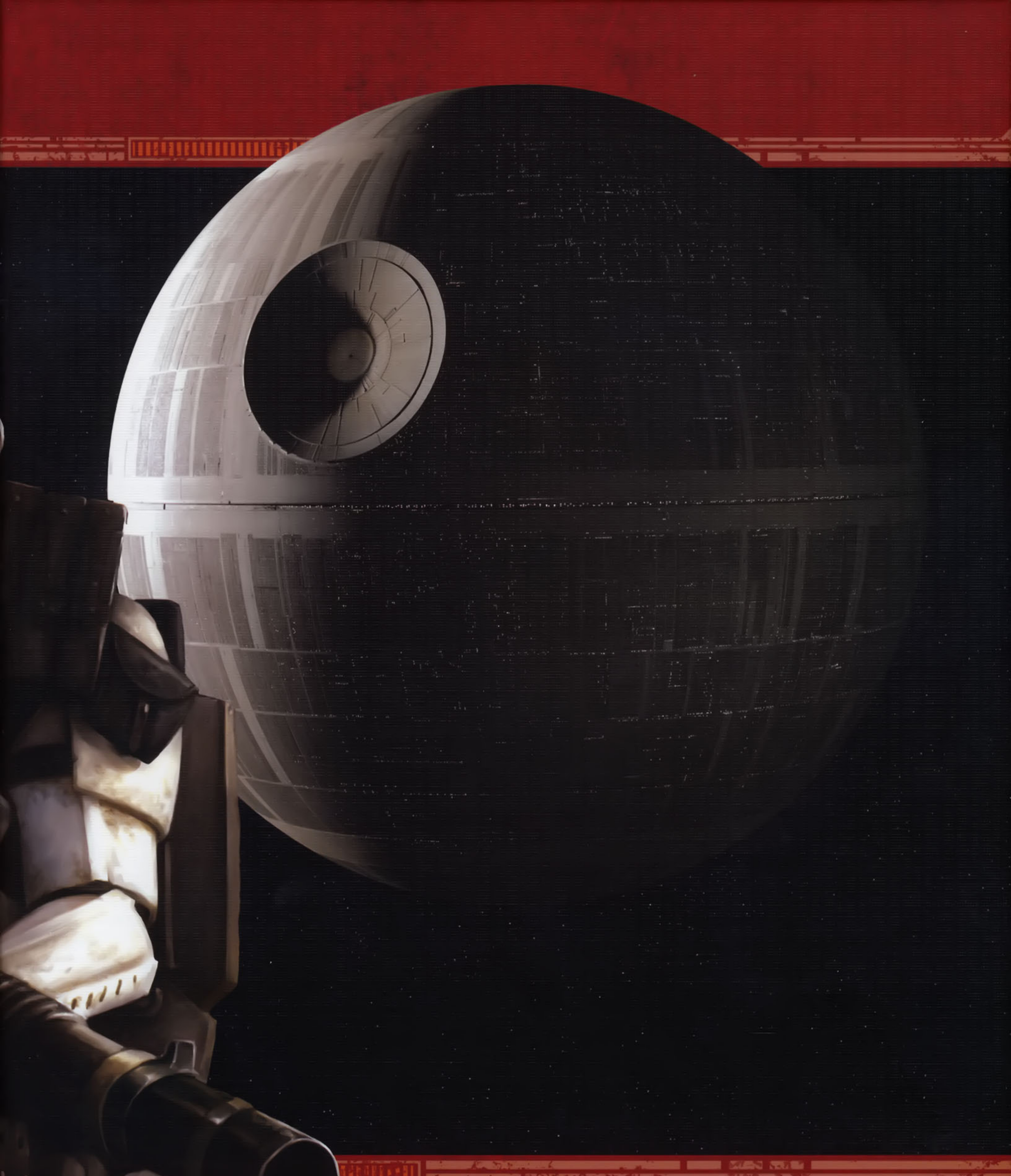
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VEHICLE CRITICAL HIT RESULTS PAGE 258

d100	Severity	Result
01 – 09	Easy (◆)	**Mechanical Stress:** The ship or vehicle suffers 1 point of system strain.
10 – 18	Easy (◆)	**Jostled:** A small explosion or impact rocks the vehicle. All crew members suffer 1 strain and are disoriented for one round.
19 – 27	Easy (◆)	**Losing Power to Shields:** Decrease defense in affected defense zone by 1 until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 1 point of system strain.
28 – 36	Easy (◆)	**Knocked Off Course:** A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on his current speed.
37 – 45	Easy (◆)	**Tailspin:** All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn. All crewmembers are immobilized until the end of the pilot's next turn.
46 – 54	Easy (◆)	**Component Hit:** One component of the attacker's choice is knocked offline, and is rendered inoperable until the end of the following round. For a list of ship components, see **Table 7–10: Small Ship or Vehicle Components** or **Table 7–11: Large Ship or Vehicle Components** depending on target ship silhouette.
55 – 63	Average (◆◆)	**Shields Failing:** Reduce defense in all defense zones by 1 point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 2 points of system strain.
64 – 72	Average (◆◆)	**Navicomputer Failure:** The navicomputer (or in the case of a ship without a navicomputer, its R2 unit) fails and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
73 – 81	Average (◆◆)	**Power Fluctuations:** The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver, for example), until this Critical Hit is repaired.
82 – 90	Hard (◆◆◆)	**Shields Down:** Decrease defense in affected defense zone to 0, and decrease defense in all other defense zones by 1 until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense can be assigned to protect that defense zone from other zones as usual. If the ship or vehicle is without defense, suffer 4 points of system strain.
91 – 99	Hard (◆◆◆)	**Engine Damaged:** The ship or vehicle's maximum speed is reduced by 1 point, to a minimum of 1, until the Critical Hit is repaired.
100 – 108	Hard (◆◆◆)	**Shield Overload:** The ship's shields completely fail. Decrease the defense of all defense zones to 0. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109 – 117	Hard (◆◆◆)	**Engines Down:** The ship or vehicle's maximum speed is reduced to 0 until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118 – 126	Hard (◆◆◆)	**Major System Failure:** One component of the attacker's choice is heavily damaged, and is inoperable until the Critical Hit is repaired. For a list of ship components, see **Table 7–10: Small Ship or Vehicle Components** or **Table 7–11: Large Ship or Vehicle Components** depending on target ship silhouette.
127 – 133	Daunting (◆◆◆◆)	**Major Hull Breach:** A huge, gaping tear is torn in the ship's hull and it depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics of which parts depressurize is up to the GM; however, each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead.
134 – 138	Daunting (◆◆◆◆)	**Destabilized:** The ship or vehicle's structural integrity is seriously damaged. Reduce the ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139 – 144	Daunting (◆◆◆◆)	**Fire!:** Fire rages through the ship. The ship or vehicle immediately takes 2 points of system strain, and anyone caught in the fire takes damage as discussed on page 214. A fire can be put out with some quick thinking and appropriate skill, Vigilance, and/or Cool checks at the Game Master's discretion. Once going, a fire takes one round per 2 of the ship's silhouette points to extinguish.
145 – 153	Daunting (◆◆◆◆)	**Breaking Up:** The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.
154 +	–	**Vaporized:** The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

When rolling for a Critical Hit, add +10 for every Critical Hit the starship or vehicle is already suffering.

SILHOUETTE COMPARISON PAGE 249

Difference in Silhouette	Difficulty
Firing vessel has the same silhouette as target, or the silhouette is 1 larger or smaller than the target.	Average (◆◆)
Firing vessel has a silhouette 2 or more points smaller than the target vessel.	Easy (◆)
Firing vessel has a silhouette 2 points larger than the target ship.	Hard (◆◆◆)
Firing vessel has a silhouette 3 points larger than the target ship.	Daunting (◆◆◆◆)
Firing vessel has a silhouette 4 or more points larger than target ship.	Formidable (◆◆◆◆◆)

DAMAGE CONTROL DIFFICULTY PAGE 247

Total Strain	Total Hull Trauma	Difficulty
System strain less than half system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy (◆)
System strain equal to or more than half vehicle's system strain threshold.	Hull trauma equal to or more than half vehicle's hull trauma threshold.	Average (◆◆)
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Hard (◆◆◆)

MEDICAL CHECK DIFFICULTY PAGE 233

Current Wounds	Medicine Check
Current wounds equal half or less of wound threshold.	Easy (◆)
Current wounds equal more than half of wound threshold.	Average (◆◆)
Current wounds exceed wound threshold.	Hard (◆◆◆)
Recover Critical Injury.	Critical Injury severity rating

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CHARACTER CRITICAL INJURY RESULTS PAGE 231

d100	Severity	Result
01 – 05	Easy (◆)	**Minor Nick:** The target suffers 1 strain.
06 – 10	Easy (◆)	**Slowed Down:** The target can only act during the last allied Initiative slot on his next turn.
11 – 15	Easy (◆)	**Sudden Jolt:** The target drops whatever is in hand.
16 – 20	Easy (◆)	**Distracted:** The target cannot perform a free maneuver during his next turn.
21 – 25	Easy (◆)	**Off-Balance:** Add ■ to the target's next skill check.
26 – 30	Easy (◆)	**Discouraging Wound:** Flip one light side Destiny Point to a dark side Destiny Point (reverse if NPC).
31 – 35	Easy (◆)	**Stunned:** The target is staggered until the end of his next turn.
36 – 40	Easy (◆)	**Stinger:** Increase difficulty of next check by one.
41 – 45	Average (◆◆)	**Bowled Over:** The target is knocked prone and suffers 1 strain.
46 – 50	Average (◆◆)	**Head Ringer:** The target increases the difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51 – 55	Average (◆◆)	**Fearsome Wound:** The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.
56 – 60	Average (◆◆)	**Agonizing Wound:** The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.
61 – 65	Average (◆◆)	**Slightly Dazed:** The target is disoriented until the end of the encounter.
66 – 70	Average (◆◆)	**Scattered Senses:** The target removes all □ from skill checks until the end of the encounter.
71 – 75	Average (◆◆)	**Hamstrung:** The target loses his free maneuver until the end of the encounter.
76 – 80	Average (◆◆)	**Overpowered:** The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.
81 – 85	Average (◆◆)	**Winded:** Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86 – 90	Average (◆◆)	**Compromised:** Increase difficulty of all skill checks by one until the end of the encounter.
91 – 95	Hard (◆◆◆)	**At the Brink:** The target suffers 1 strain each time he performs an action.
96 – 100	Hard (◆◆◆)	**Crippled:** One of the target's limbs (selected by the GM) is crippled until healed or replaced. Increase difficulty of all checks that require use of that limb by one.
101 – 105	Hard (◆◆◆)	**Maimed:** One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■.
106 – 110	Hard (◆◆◆)	**Horrific Injury:** Roll 1d10 to determine which of the target's characteristics is affected: 1–3 for Brawn, 4–6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as 1 point lower.
111 – 115	Hard (◆◆◆)	**Temporarily Lame:** Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
116 – 120	Hard (◆◆◆)	**Blinded:** The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.
121 – 125	Hard (◆◆◆)	**Knocked Senseless:** The target is staggered for the remainder of the encounter.
126 – 130	Daunting (◆◆◆◆)	**Gruesome Injury:** Roll 1d10 to determine which of the target's characteristics is affected: 1–3 for Brawn, 4–6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by 1, to a minimum of 1.
131 – 140	Daunting (◆◆◆◆)	**Bleeding Out:** Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this, roll again).
141 – 150	Daunting (◆◆◆◆)	**The End Is Nigh:** The target will die after the last Initiative slot during the next round.
151 +	–	**Dead:** Complete, obliterated death.

When rolling for a Critical Injury, add +10 for every Critical Injury the character is already suffering.

MANEUVERS AND ACTIONS IN ENCOUNTERS PAGE 213

During a character's turn, the character can perform one action and one maneuver. The character can also suffer two strain to perform one additional maneuver, as long as they do not perform more than two maneuvers total during their turn.

Maneuvers

Aim: Gain a bonus on the next attack.

Assist: Grant a bonus to an ally's check.

Guarded Stance: Take penalties to melee attacks for a bonus to melee defense.

Interact with the Environment: This could be anything from moving objects to manipulating control panels.

Manage Gear: Draw, holster, or put away weapons and items, or load a weapon.

Mount or Dismount: Mount or dismount from a vehicle or animal.

Move: Move within range bands or change ranges with something else.

Drop Prone or Stand from Prone: Drop to the prone position or stand up.

Preparation: Take a maneuver to prepare something for something else.

Actions

Exchange an Action for a Maneuver: Take a maneuver instead of an action.

Spend an Action to Activate an Ability: Some abilities require spending actions without checks.

Activate a Force Power: Use a Force power.

Perform a Skill Check: Anything that requires a skill check requires an action to perform unless specifically stated otherwise.

Perform a Combat Check: Perform a skill check with additional rules to attack someone.

ARMOR PAGE 183

Type	Defense	Soak
Adverse Environment Gear	0	1
Armored Clothing	1	1
Heavy Battle Armor	1	2
Heavy Clothing	0	1
Laminate Armor	0	2
Personal Deflector Shield	2	0
Padded Armor	0	2

RANGED WEAPONS PAGE 173

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
Heavy Blaster Rifle	Ranged (Heavy)	10	3	Long	6	4	1,500	6	Auto-fire, Cumbersome 3
Light Repeating Blaster	Ranged (Heavy)	11	3	Long	7	4	(R) 2,250	7	Auto-fire, Cumbersome 4, Pierce 1
Heavy Repeating Blaster	Gunnery	15	2	Long	9	4	(R) 6,000	8	Auto-fire, Cumbersome 5, Pierce 2, Vicious 1
Ion Blaster	Ranged (Light)	10	5	Short	3	3	250	3	Disorient 5, Ion
Disruptor Pistol	Ranged (Light)	10	2	Short	2	2	(R) 3,000	6	Vicious 4
Disruptor Rifle	Ranged (Heavy)	10	2	Long	5	4	(R) 5,000	6	Cumbersome 2, Vicious 5
Slugthrowers									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
Explosives and Other Weapons									
Flame Projector	Ranged (Heavy)	8	2	Short	6	2	1,000	6	Burn 3, Blast 8
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Cumbersome 3, Guided 3, Breach 1, Prepare 1, Limited Ammo 6
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Armor-Piercing Grenade	Ranged (Light)	13	3	Short	1	0	100	6	Blast 4, Limited Ammo 1, Pierce 3
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Disorient 3, Stun Damage, Blast 8, Limited Ammo 1
Anti-Vehicle Mine	Mechanics	25	2	Engaged	4	0	(R) 1,400	6	Blast 2, Breach 4, Limited Ammo 1
Anti-Personnel Mine	Mechanics	12	3	Engaged	3	0	(R) 850	6	Blast 4, Vicious 4, Limited Ammo 1
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Vicious 4, Limited Ammo 1

MELEE WEAPONS PAGE 180

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Brawl Weapons									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
Melee Weapons									
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Pierce 2, Stun Setting
Lightsaber	Lightsaber	10	1	Engaged	1	0	(R) 10,000	10	Breach 1, Sunder, Vicious 2
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+2	2	Engaged	3	3	750	5	Defensive 1, Pierce 2, Vicious 1
Improvised Weapons									
Small	Melee	+1	5	Engaged	1				-
Medium	Melee	+2	5	Engaged	3				Cumbersome 2
Large	Melee	+3	5	Engaged	4				Cumbersome 4

ITEM QUALITIES PAGE 168

The following are summaries of weapon qualities. Full descriptions can be found in the Core Rulebook. Active qualities require ability dice to trigger unless listed otherwise.

Accurate (Passive): Add ability die per rating to attack checks.

Auto-fire (Active): Increase difficulty of attack checks by one. May trigger multiple times to generate additional hits.

Breach (Passive): Ignore 1 point of armor (10 points of soak) per rating.

Burn (Active): When triggered, target suffers weapon's base damage for a number of rounds equal to rating.

Blast (Active): When triggered, targets engaged with target suffer wounds equal to rating.

Concussive (Active): When triggered, target is staggered a number of rounds equal to rating.

Cortosis (Passive): Weapons are immune to Sunder, armor is immune to Pierce and Breach.

Cumbersome (Passive): Must have Brawn equal to rating, or increase difficulty by difference to all checks.

Defensive (Passive): Increase melee defense by rating.

Deflection (Passive): Increase ranged defense by rating.

Disorient (Active): When triggered, target is disoriented a number of rounds equal to rating.

Ensnare (Active): When triggered, target is immobilized a number of rounds equal to rating.

Guided (Active): Requires ability dice to trigger. If triggered and attack misses, makes additional attack with ability equal to Guided rating.

Knockdown (Active): Requires additional ability die per silhouette beyond 1 to trigger. When triggered, target is knocked prone.

Inaccurate (Passive): Adds challenge die to attack checks equal to rating.

Inferior (Passive): Adds setback die to all check results, decreases base damage or defense by 1 (if no defense, then decreases soak by 1).

Ion (Passive): Deal damage as system strain.

Limited Ammo (Passive): May make number of attacks equal to rating, then must be reloaded.

Linked (Active): When triggered, may generate additional hit on same target. May trigger number of times equal to rating.

Pierce (Passive): Ignores number of points of soak equal to rating.

Prepare (Passive): Must perform a number of preparation maneuvers equal to rating before using weapon.

Slow-Firing (Passive): After using, must wait number of rounds equal to rating before using again.

Stun (Active): When triggered, inflicts strain equal to rating.

Stun Damage (Passive): Attacks deal damage as strain instead of wounds. This is still reduced by soak.

Sunder (Active): Trigger to damage weapon or item.

Superior (Active): Adds ability die to all check results, increases base damage by 1 or soak by 1.

Tractor (Passive): On hit, target may not move unless it passes a check to break free.

Vicious (Passive): When scoring a Critical Injury or Hit, add 10 times rating to the result.

SYMBOLS AND DICE PAGE 19

	Success ✡ symbols are canceled by Failure ▼ symbols; if there are any Success ✡ symbols left, the check succeeds.
	Triumph ⊕ symbols count as Success ✡ symbols and may also be spent to trigger a powerful positive consequence.
	Advantage ◔ symbols indicate a positive side effect or consequence, even on a failed check. They cancel and are canceled by Threat ⚙ symbols.
	Failure ▼ symbols cancel Success ✡ symbols. If there are enough Failure ▼ symbols to cancel all the Success ✡ symbols, the check is a failure.
	Despair ▽ symbols count as Failure ▼ symbols (they cancel Success ✡ symbols) and may also be spent to trigger a powerful negative consequence.
	Threat ⚙ symbols indicate a negative side effect or consequence, even on a successful check. They cancel and are canceled by Advantage ◔ symbols.



SPENDING ADVANTAGE AND TRIUMPHS IN COMBAT PAGE 219

Cost	Result Options
◔ or ⊕	Recover 1 strain (this may be selected more than once). Add □ to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder. Inflict a Critical Injury with a successful attack that deals damage past soak (◔ cost may vary). Activate a weapon quality (◔ cost may vary).
◔ ◔ or ⊕	Perform an immediate free maneuver that does not exceed the two maneuver per turn limit. Add ■ to the targeted character's next check. Add □ to any allied character's next check, including the active character.
◔ ◔ ◔ or ⊕	Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current round. Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar effects until the end of the active character's next turn. When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or causing him to drop his blaster. This should be agreed upon by the player and the GM, and the effects are up to the GM (although the Critical Injury table is a good resource to consult for possible effects). The effects should be temporary, and not too excessive. Gain +1 melee or ranged defense until the end of the active character's next turn. Force the target to drop a weapon it is wielding.
⊕	Upgrade the difficulty of the targeted character's next check. Upgrade any allied character's next check, including the current active character. Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.
⊕ ⊕	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.

DIFFICULTY LEVELS PAGE 24

Difficulty Level	Dice	Example
Simple	–	Routine, with the outcome rarely in question. Usually not checked unless the GM wishes to know the magnitude of success, or ■ indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, or trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting at a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting at a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without breathable atmosphere.

ATTACK DIFFICULTIES PAGE 217

Rng Band	Difficulty
Engaged	**Easy (◆)** plus modifiers depending on weapon used, see below.
Short	**Easy (◆)**
Medium	**Average (◆◆)**
Long	**Hard (◆◆◆)**
Extreme	**Daunting (◆◆◆◆)**
Melee attacks (Brawl or Melee checks) are always **Average (◆◆)**.	

RANGED DIFFICULTY MODIFIERS PAGE 223

Condition	Modifier
Engaged w/Ranged (Light)	+1 difficulty
Engaged w/Ranged (Heavy)	+2 difficulty
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent.

SPENDING THREAT AND DESPAIR IN COMBAT PAGE 219

Cost	Result Options
⚙ or ▽	The active character suffers 1 strain (this option may be selected more than once). The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.
⚙ ⚙ or ▽	An opponent may immediately perform one free maneuver in response to the active character's check. Add □ to the targeted character's next check. The active character or an allied character suffers ■ on his next action.
⚙ ⚙ ⚙ or ▽	The active character falls prone. The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge he was planning to use for his escape.
▽	The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. Upgrade the difficulty of an allied character's next check, including the current active character. The tool or melee weapon the character is using becomes damaged.